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EVEN IN THE FUTURE OF LAW **ENFORCEMENT, THERE'S ALWAYS ROOM** FOR IMPROVEMENT. recurring dreams of another life on Mars. The future is a rough place Detroit is a You are Mrawn to Rekall Incorporated, a bankrupt city...torn apart by the decadent unique travel service specializing in forces of the Old Man and his corrupt implanting fantasies into the minds of those corporation. If you want to die - then who desire to turn their dreams into walk the streets, if you want to live - then reality. THE EGO TRIP OF A LIFETIME pray for the return of Robocop!

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You're not you - you're me.

You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie.

1990 CAROLCO PICTURES INC.

Robocop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit is falling apart - it's time to put it all back together!

HE'S BACK... TO PROTECT THE INNOCENT

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AMSTRAD

SILKWORM STAR CONTROL DOUBLE DRAGON **XENON** RETURN OF THE JEDI

SWIV LAST NINJA III DOUBLE DRAGON SILKWORM XENON WEC LE MANS FISTS OF FURY II

MIDWINTER II: FLAMES OF FREEDOM 16 HARD DRIVIN' II TESTORIVE II

CALIFORNIA CHALLINGE MIG 29 FULCRUM

AMIGA

SWIV HARD DRIVIN' II STAR CONTROL **GEMINI WING** SILKWORM DOUBLE DRAGO **XENON** 75

75 75

RED BARON

SEGA

PACMANIA

MEGADRIVE

76 76 44 GYNOUG ATOMIC ROBOKID 79 79 79 **AEROBLASTERS** SUPER REAL BASKETBALL 76 90 76 LAKERS vs CELTICS

JACKIE CHAN 79 79 SPECIAL CRIMINAL INVESTIGATION OVERRIDE 79

CADASH

YOU! Yes, you! Did you know you could win load of coness, including a Super Famicom? You didn't? The tur pick up that phone, and get dialling - today could in tur

26

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68 68

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82

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NEWS
Activision go down the pan, F-19 II and Birds of P ey se day, news on the Super Mario Bros movie and the Jap Akira, and Star Wars on the NES!



Phew, it's been a bumper month for tricks 'n' tips you been busy! This month's bundle of goodies include the ment of tips, POKEs and tactics, and there's also a cacki 2 players guide! What more could you want?



THIS MONTH'S CAST ... DEBONAIR ADVERTISEMENT MANAGER: Nigel Taylor TOUGH-TALKING DEPUTY ADVERTISING MANAGER: Martha Moloughney AMIABLE SALES EXEC: Alan Dykes BEAUTIFUL PRODUCTION ASSISTANT: Emma Sadler WICKED PUBLISHER: Graham Taylor STUNT DOUBLE FOR MISS MOLOUGHNEY: Ruby Wax

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COMPLETELY TRUE FACTS ABOUT THE CVG STAFF*



MANAGING EDITOR JULIAN RIGNALL

A real animal lover, Julian owned the coille that originally played Lassie - and that's not all! Between the ages of five and ten, Jaz was the stable boy for Black Beauty and he still has one of her horseshoes hung over his bed - he says it has brought him a lot of luck and he would hardly ever sell it.

"Tee heel Actually they're April Fools"!

f console loveliturn to page 20, your lucky day!

ED FIRST

His Associate Editorship has a waffle about the mag, life and the universe in general. Oh, and he says a bit about games, too.

y see the light of Japanese smash

th



YOB'S MAILBAG

Another two pages of whining, whinging, complaining and grumbling - and that's just the YOB ...

s - ou lot sure have de the usual assort-a cacking Speedball

THE CVG CHARTS! 59
Which mind-numbingly sensual piece of software will be at the top of this month's "Hit Parades"?



ASSOCIATE EDITOR

PAUL GLANCEY
Another "Mr Television", Paul was famous for nearly two days after someone he knew at school was on Blockbusters. Even more remarkably, he says he is frequently visited by extra-terrestrials who have gifted him with almost uncanny telepathic powers which allow him to communicate with certain types of deciduous tree.



ART EDITOR JON BILLINGTON

Give this man a silver-topped cane, Give this man a silver-topped cane a long coat and one of those big old-fashioned microphones and hey presto! His true identity is revealed - Mick Hucknall of Simply Red. Of course he denies it, but then a real, publicity-shy Glant Of Pop would would. So give us a song then Jon, or should we say, "Mick"? "A nyooo fla-ame has come..."

More abuse and ridicule from the girl with the heart of pure steel - has she squeezed your achievements in this month?

BYTESIZE **AMIGA** 68 ST **SPECTRUM** 72 **AMSTRAD** 75 **C64** 76 **MEGADRIVE 79** PC ENGINE 749



JAZZA'S ARCADE ACTION

In his monthly excursion to Videoland, Jolly Jaz gets his loose change out (squeak), and has a good thrash on Robocop II and Nemo!

0

PREVIEWS

100

Ruddy heck, what a lot we got! F-15 Strike Eagle II from Microprose, Core's Chuck Rock, Ski or Die and PGA Tour Golf from Electronic Arts, World Class Leaderboard and MERCS from US Gold, and Super Cars Il from Gremlin! Want the lowdown? Check out the info, double quick!

NEXT MONTH

The page that tells you how long you've got to save up for the next Issue of Computer and Video Games!



STAFF WRITER
RICHARD LEADBETTER
Even while he was at school, Rich
was such a major league Style Monster that he was asked by the BBC
to be one of the launch presenters
of The Clothes Show! Unfortunately, some other bloke got the job.
"Showbusiness is such a dirty
game, darling," was Richard's only
comment on this touchy subject.



STAFF WRITER **ROBERT SWAN**

You'd never guess it, but Rob is actually the man who got the job Rich was after on The Clothes Show. Naturally he has to protect his privacy by wearing a hideous disguise when he's not on the set. And did you now he can double his wages by doing Selina Scott's bits (including wearing the clothes and the makeup) while she's in panto?

"Tee hee! Actually they're all true and that was an April Fool!"

***Tee hee again! Of course it's all lies and that last bit was the April Fool! What a laugh!

hwoar! We thought we had a rough time getting CVG on the streets last month, but this issue has been even more difficult!

I mean, call me a moaning git, but what with "British Rail regrets that due to inclement weather...", and "London Underground regrets that due to a security alert...", not to mention stolen cameras and printer breakdowns, this has been one mutha of a month. And just when I think it can't get any worse, Jon draws a cartoon that makes me look like Plug from The Bash Street Kids. Don't be misled, all you attractive lady readers - I'm dead nice looking, I am, and Jon's just jealous.

Anyway, to complicate things further, we decided we had to make a few tweaks to our new design to make the mag even better looking and provide even more informa-

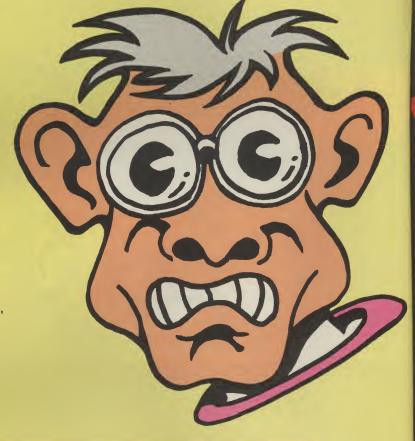
tion for our beloved readers!

Aha, now I come to mention providing more, you may also be pleased to hear that from next month's issue. CVG will have an extra 16 editorial pages every month, so we can fit in more huge reviews, a bigger Cheat Mode section (get sending in those maps!) and larger news, previews and Mailbag sections.

And how much extra is all this going to cost you? Nought, no, not a lot. Zilch, that's the big O. Not a sausage, not a jot, not the tiniest spot. Nothing whatsoever at all. Dum dum dum, na-na na-na na-na-na-na, na-na na-na

(nowt taken out!)...

PAUL GLANCEY **ASSOCIATE EDITOR**



TINY COMPO CORNER

If you entered a competition in the February issue of CVG, check the lists below for your

I WANNA GET NARCED

I WANNA GET NARCED
The lucky reader who grabs a brand spanking new Amiga and monitor, courtesy of Ocean is:
KAREN BELL, MILTON KEYNES
Well done, Karen! The following twenty people will all get a copy of NARC:
RICHARD WILSON, BILLINGHAM, ANDREW BUNDEN, WIRRAL, CRAIG BYROM, ASCOTT-UNDER-WYCHWOOD. JAMES
EVANS, LEICESTER, WILLIAM ROBINSON, COCKERMOUTHU, LEE KERRY, CHILWELL, NOTTS. MARK YOUNG, SWINDON, GRAEME
STEELE, WIRRAL, JOHN MAHER, WARRINGTON, CHESHIRE, ELTON ANGLESMITH, HULL, MICHAEL FECHER, MAIDENHEAD. BIPEAN PATEL, CHELTENHAM. SMITH, HULL MICHAEL FECHER, MAIDEN-HEAD. BIPEAN PATEL, CHELTENHAM. PAUL DIAS, BARKING. GEORGE WILLIAMS, EPWORTH, S YORKS. MARK LANG, LON-DON. RICHARD DOWNS, HUDDERSFIELD. PETER CRONE, THORNABY-ON-TEES. JONATHAN WRIGHT, BRISTOL. ADAM SEREN, HOUGHTON-LE-SPRING. ASHLEY EARNSHAW, MANCHESTER

THE HOTLINES
SUPER FAMICOM - GUY FLECK, GLASGOW
MEGADRIVE - T CARMICHAEL, DORSET
GAMEBOY - BRIAN FOWLER, SOMERSET
LYNX - PAUL HARRIS, RAINHAM, KENT

THE RATINGS **ROUNDUP!**

When a game is reviewed in CVG, we rate it on five different

GRAPHICS

Does the game look good? Do the sprites fit in with the feel of the game? Is the scrolling as smooth as silk or as rough as nails? This mark covers all visual aspects of a game.

SOUNDS

Music and effects that enhance a game are given high marks, but are low if inappropriate or poor quality.

PLAYABILITY

This mark tells you how addictive and entertaining a game is - the higher the mark, the more enjoyable the game!

LASTABILITY

Will you be playing it in a month's time, or will it be relegated to the back of the cupboard, never to be seen again? This tells all!

OVERALL

The most important rating. Not an average of the other marks, but takes them all into consideration - in other words, how good a game really is!

THE MARKS

90+ A CVG HIT! A totally outstanding game that should not

70-89 A very good game that missed out on HIT! status due to minor discrepancies. Definitely worth checking out, though. 50-69 Average to fairly good - could still appeal to fans of this type of game.

40-50 Oh dear - a bit of a disappointment, and generally below

15-39 Bleurgh! A pretty naff game that wouldn't even appeal to even the most ardent fans! 0-14 Excuse us while we find a bucket - this mark is reserved for the most appalling games imagin able!

A POWER - CRAZED COLLECTION OF HOLD URRICAN AMIGA • ATARI ST SPECTRUM • COMMODORE AMSTRAD (Compatible with CPC Plus) HARDW ISLANDS OCEAN SOFTWARE LIMITED • 6 CENTRAL STREET • MANCHESTER • M2, 5NS • TEL: 061 832 6633 • FAX: 061 834 0650

Sid Meier's TRAILROAD VICTOR ALL ROAD VICTOR VICTOR ALL ROAD VICTOR ALL ROAD VICTOR V Change! ATARI ST. NOW AVAILABLE FOR COMMO





THE POWER OF AKIRA

Look. Forget Thunder... Thunder... Thundercats.
Paul Glancey checks out the best SF cartoon ever and braces himself for the game of the film...

f you thought the pinnacle of Japanese science fiction movies was Godzilla versus The Smog Monster, think again. Akira is over two hours of the best animated cinema ever, based on the cyberpunk graphic novel by Katsuhiro Otomo, who also directed the movie.

The Akira comic books have been on sale in the UK for a couple of years, and the movie has played to vast crowds at the occasional animation festival, but from late February it is going "on tour" to selected cinemas throughout the country. Not surprisingly, the speech in the film is entirely Japanese, but fortunately the version currently on release has subtitles.

The story is set in Neo Tokyo in 2019, when the world is recovering from World War III, and it centres on the adventures of two members of a motorcycle gang who regularly do battle with rival bikers in the city streets.

During an incredible motorbike chase, one of the gang, Tetsuo, is injured and promptly (and mysteriously) airlifted to an army hospital where he becomes the subject of medical experiments, resulting in him being given awesome telekinetic abilities - the power of Akira.

Unfortunately, Tetsuo isn't a well-balanced lad, and the fact that his head's been messed with doesn't half tick him off. In fact, he uses his new-found powers to destroy most of Neo Tokyo, and neither lasers, tanks, nor even an orbital defence cannon can slow him down.

Saving the city is down to his childhood buddy and motorbiking mate, Kaneda (who, incidentally, rides the hottest motorcycle in the universe), and three children who also have the gift of Akira.

Though Akira has been awarded a 12 certificate, it's quite a vicious and bloody film, and following the story often takes some effort. However the superlative animation steals the show, and it makes the action scenes a real thrill to watch. Any SF fan lucky enough to live near one of the cinemas listed, definitely won't regret going to see it.



AKIRA - THE GAME

ecently released in Japan is Akira, the video game. The version we've glimpsed is for the Famicom (that is the Japanese version of the NES), and it recreates the look of the film with screens which are replicas of scenes from the movie. The gameplay is predominantly role-playing, but it does feature action sequences, such as the motorbike chase. It seems doubtful whether it will be released in this country in the near future, but if the American version of the movie, with dubbed voices instead of subtitles, ever goes on general release, there would undoubtedly be a demand for the game of this outstanding film.



COMING SOON TO A CINEMA NEAR YOU...

Watch out for Akira arriving at the following cinemas...

Ritzy Cinema, London (13th-

Tyneside Cinema, Newcastle upon Tyne (18th-20th March) The Watershed, Bristol (22nd-28th March)

The Triangle, Birmingham (22nd-27th March)

The Phoenix, London (4th April)
The Midlands Art Centre, Birmingham (9th-11th April)
Bradford Playhouse, Bradford
(10th-12th April)

The Chapter, Cardiff (17th-19th April) Edinburgh - check local press for details (24th-27th April)

Warwick University Arts
Centre (24th-26th April)
Ipswich Film Theatre (3rd-5th

Phoenix Arts Centre, Leicester (16th March only) York Film Theatre (19th May only)

For further details contact ICA Projects 071 930 0493





SEGA'S VIDEO VENTURE

Aaow! How's this for an offer? For a limited period, Virgin (the European distributors for all Sega console) are bundling the Moonwalker Pack for the Megadrive and the new Master System II! So? Well, each pack contains a copy of the game for the console concerned, but not only that, there's a copy of the Moonwalker video as well! Phewee! So, if you're a Jacko fan intent on getting your hands on a Master System or Megadrive, then there's absolutely no excuse not to storm round to your local console dealer and part with the shekels, is there?

After finishing his National Service and a science fiction novel, Finland's most famous C64 coder Stavros Fasoulas is now in the midst of coding a brand new Amiga game! Called Galactic - The Vision Game, it promises to be technically brilliant with a three-plane parallax starfield, over 50 sprites on screen at once and full screen scrolling at 50



frames a second (phew)! Details on the game itself are pretty scarce, but it promises to be an all-out mega-blast on a galactic scale! Here's a (blurry) picture, as taken by Stavvy himself. Buy a new camera, Stavros.

THE FICTION FACTORY

Pure Fiction is Palace Software's new adventure game system and it promises to give the player a whole new dimension in adventuring!
Standard adventures follow a set story with a sequence of puzzles to solve, but apparently, Pure Fiction games attempt to simulate a whole world which players can explore as they wish. Characters also move about with lives of their own and their ac-

tions affect your quest. Pure Fiction also enables the player to adopt the persona of many different characters all of which have a different outlook on the world they live in

The first game in the series is a traditional text-based adventure called Demoniak which will be released at the end of April. The author of this game happens to be none other than Alan Grant - the writer behind some of the Judge Dredd and Robocop comic books!



IT'S A REVELATION

Many apologies to Krysalis, who were a mite peeved at the fact that we printed the price for their new puzzler Revelation as £24.99. The actual price is £19.99 - a whole five quid cheaper! The offending person has been beaten around the head and neck with a large, smelly kipper, so it shouldn't happen again...













MORE CARTS FROM **ELECTRONIC ARTS**

Electronic Arts are about to release two new Megadrive cartridges, namely PGA Tour Golf and James Pond. James Pond is an exact conversion of Millennium's rather jolly Amiga arcade adventure which scored 90% in issue 109, and PGA is a conversion of the successful PC golf simulation which features "fore", ahem, four 3D courses full of checkie-trousered antics.

PGA Tour Golf is also soon to be released on the Amiga, along with an Amiga conversion of the follow-up to Skate or Die, which is of course, Ski or Die. The game is comprised of various wintry events including the Snowball Blast (an Op Wolf-type snowball fight), Snowboard

Halfpipe, the Innertube Thrash (Atari's Toobin' strikes back!), Acro Aerials and a Downhill Blitz.

Nope, nothing to do with the old Gerry Anderson TV series - in fact, the Stingray is a brand new joystick from Logic

Musical Industries, are at this moment putting their all into a completely new game of the film, for the Nintendo Entertainment System.

Set over four stages, the action splits between top-down and horizontally scrolling scenes, including landspeeder maneuvering, exploration of the Mos Eisley space-port on Tattooine and the Death Star battle station, and screaming over the surface of the Death Star in an X-Wing fighter. As you can see, it all looks like being one of the

biggest NES releases for quite some while, but not only that - a version of Star Wars for the Super Famicom is also under consideration! How will all this turn out? You'll have to check out a fu-

3, a new company formed by joystick manufacturer Spectravideo. The Stingray comes in four models (standard, autofire, Sega or Nintendo), and is fitted with the usual microswitches, with fire buttons at the rear and front of the grip. We weren't overly

impressed with the Stingray, finding it somewhat cumbersome to use, but if you

reckon that this baby's right up your street, the standard

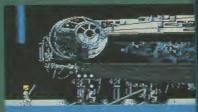
and Nintendo models the

grand total of £16.95 each.

reached on 081 900 0024.

Oh, and Spectravideo can be

model costs £14.95, the autofire £15.95, and both Sega



RETURN OF THE JEDI'S GAME

After a massive fourteen years, the appeal of the Star Wars saga is as strong now as it was back in 1977, when the first movie, "A New Hope", was unleashed upon the world. Now, after three coin-ops from Atari Games (and subsequent home conversions by Domark), Lucas-film, in conjunction with Victor ture issue of CVG to find out!









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PREY FOR DELIVERANCE

Further on the subject of flight sims, Argonaut's long-awaited Hawk is now almost ready for release from Electronic Arts. Now entitled Birds of Prey, this will allegedly be "the most advanced flight sim on the market", with over 50 (count 'em) different modern-day and future aircraft, including both American and Russian Stealth fighters. After three and a half years of development, this is certainly a title we've been awaiting with a great deal of interest, so as soon as we get our hands on it, you can rest assured we'll be bringing you the full, unadulterated review - right here in CVG.

MARIO MOVIE MADNESS

If you're a fan of a particular rotund Italian plumber, you'll no doubt be over the moon to discover that plans for a Super Mario Bros movie are now underway! Danny DeVito (of Taxi, Romancing the Stone, and Twins fame) will play the title role of the film, which goes into production sometime later this year, for

general release sometime during the summer of 1992. Before you mock, however, take note: Mario is said to be America's most popular animated character, and is supposedly even more renowned than Mickey Mouse! Sales from Super Mario III alone total (so far) \$427,334,000, which, if the game had been a film, would rank it second only to ET, the largest grossing motion picture in entertainment history!

GETTING A GRIP ON THE GEAR

Virgin have at last announced that Sega's new colour portable handheld, the Game Gear, is to be officially launched during the summer of this year, for the sum of £99.99. The Game Gear will be supported by (according to the press blurb) "an impressive and large range of

both classic and new games, including Super Monaco GP, Columns, Mickey Mouse, G-LOC, Shinobi and Golden Axe". An attractive catalogue, eh? We still think the Lynx still has the hardware advantage, and at the moment, the Game Boy has the most playable games. However, the Game Gear's ace in the hole is the optional TV tuner which will be available later in the year - you won't be able to get one of those for the Game Boy!





SUPER MARIO RACING?

Following the success of the amazing Indianapolis 500, Electronic Arts have signed up racing supremo, Mario Andretti to endorse a new driving game which is to incorporate all aspects of his racing career. You start the game racing sprint cars, and work your way up through Modifieds, Stock Cars, Sports Prototypes to Championship Cars and Formula One EA are promising to include all of Mario Andretti's favourite tracks and there's even a strategy game included, in which you manage Mario's resources and gain soonsors!

Sources and gain sponsors!
Mario Andretti's Racing
Challenge will be available
on the PC in March, priced at
£29.99. If the response to the
game is favourable, there
could well be other 16 bit ver-

"SKI OR DIE" FIVE FUN-FILLED WAYS

TO END UP IN HOSPITAL



SNOWBOARD HALF PIPE



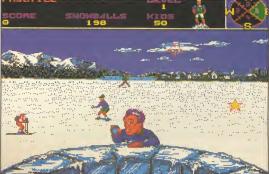
INNERTUBE THRASH



DOWNHILL BLITZ



ACRO AERIALS



SNOWBALL BLAST



As Rodney so eloquently put it, "Snow sports ain't for powder puffs" So as soon as you arrive at his Ski Shop you'll be presented with not one, but five chilling routes to oblivion. Count 'em while you still can.

There's the "Snowboard Half Pipe", 2 minutes of sheer hell down a near-sheer drop, not made any easier by the presence of teams of chain saw bunnies and punked out penguins.

"Acro Aerials", fly, flip, twist and tuck, down the glacier and convince the judges that you really meant to do it that way.

If your idea of fun is to race down a mountain on an inflated inner tube, while Rodney's son Lester tries to puncture you and your vehicle with various sharpened objects, "Innertube Thrash" is for you.

You couldn't get further from a nice playful playground snowball fight. "Snowball Blast" is deadly and deadly serious.

Finally there is "Downhill Blitz", a no-holds-barred race down unknown trails against the clock and against all common sense.

And if you're the type who really does have a ski loose, then why not try them all?

Do you prefer flowers or grapes?

If you can't find "Ski or Die" at your favourite store, call our Direct Sales Line: 0753-49442

£24.99 PC./AMIGA £14.99 C64 Disk only





ATARI ST BY RAINBIRD

£29.99

After ridding their island from the tyranny of Colonel Masters, the citizens of Midwinter enjoyed 78 years of prosperity. In that time the ice receded, but the melting glaciers created a new problem. The sea-level rose dramatically, and Midwinter is now just a distant memory, residing many fathoms beneath the surface of the ocean.

The refugees eventually arrived at Agora, one of 42 islands just west of the old African coast, where they were welcomed into the Atlantic Federation, a military force dedicated to peace and democracy. Unfortunately, the Saharan Empire, who run the African continent, are dedicated to war and dictatorship.

The player adopts the role of the best field agent in the Atlantic Federation, charged with completing dangerous missions in the cause of truth, justice and Operation Wildfire - the Federation's master plan for the overthrow of the Saharan Empire!

The Saharan Empire aren't just going to hang around while you carry out your subversive deeds. The islands are liberally sprinkled with enemy patrols - and they shoot to kill! The boys in the Federation Intelligence Department have also got wind of Operation Scorpio - the Saharan Empire's massing of an armada to take over Agora!

▲ The island of Khash, with military posts.



FLAMES O

▼ That face looks familiar...



SPECIAL AGENT ANTICS

Before the game begins, the player adopts a persona. First of all, this portrait designer is used to create your character's appearance. Any kind of face can be produced and features such as hair, chin, eyes, nose and mouth can be tweaked. It's pretty flexible, and even someone as ugly as Rob Swan can be created if you really wish (but we don't blame you if you don't!) Twelve different agents can be saved out onto one disk, although you can only use one per campaign.







▲ Not exactly Big Arnie, is he?

>> REVIEW



TANTALISING TRAINING

If you don't particularly fancy throwing yourself "in the thick of it", you can drop into the training room to boost some of your character's abilities. Take the wheel of any form of transport (22 types are available - but more of that later), or even try your hand at escaping from the Secret Police's prison cells!















OPERATION SCORPIO!

The enemy's massive offensive against the Atlantic Federation usually takes place in the summer of that year - so you've got at least six or seven months before the real terror begins! The enemy fleet sets out from the African coast and will take the shortest route to Agora. If they come across any liberated islands, they'll do their best to avoid them and try a different route. However, if you've blocked their route completely, they'll be forced to fight for one of your liberated islands - buying you more time and possibly depleting their forces. You can simulate Operation Scorpio in the Training Room to help you choose the sequence of islands to liberate during the campaign.

FREEDOM



PHYSIQUE AND PSYCHOLOGY

HYQUE

FILEXES

S ROINESS

EURANCE

PUPERATION

a rage

After settling on an appearance and sex, the player must choose a psychology and physique. All of these affect certain aspects of the agent's performance - physique affecting his athletic performance. Charm, sex-appeal, bribery, reason and authority are just some of the aspects that make up a character's psychology and you have to decide what aspects to concentrate on. You can bias your character more towards bribery but this will effect charm. These become important during the game, particularly when you interact with other characters and even more so if you're imprisoned by the Saharan Secret Police...

RICH SEZ...



When we first saw Midwinter 2, it took Mike Singleton (the game's designer) three hours to show all of the aspects of the game - it's just so vast! The game uses similar light-sourced fractal graphics to Midwinter and they're simply stunning - if a little slow. Travel to the

coast-line and you can even see the waves breaking on the shore. Commandeer a sub and you can even travel underwater and treat your eyes to a view of the waves above and the sea-bed below (and you can even try and find an enemy underwater base and let them have it!). Midwinter 2 just seems to offer everything, even down at designing your own agent (as you can gather, we all had a bit of fun here!). There's so much to it and tons to keep you occupied for months on end! Midwinter 2 may not appeal to the die-hard laser brains at all, but for sheer depth and enjoyment this takes some beating. Check it out as soon as it hits the streets.

RICHARD LEADBETTER

Cut off an enemy-held island altogether and it's not long before the besieged Saharan forces are overthrown and that island reverts to Atlantic Federation ownership! According to the programmers, liberating one particular island has a chain reaction that sets eight others free!



Used by the Imperial Airforce as a forward before acrial surveillance on ACORA. Enemy under include high level bombing zeppelins commande Major Hathan Owen. Underwater bases receiveapons by submarine from the Secret Weal Establishment on THAR Take notice that the resistance network has been penetrated.

verall mission is to render the island inoperables an enemy air base.



A CONTROLLING INTEREST

Once you have chosen which island you wish to liberate, you meet Control, the head of Operation Wildfire, for a briefing. By selecting one of the icons, your agent can gain intelligence on the island's history, supplied weapons and transport, and information on your contacts. Selecting the thumbs up or down icons on the topright of the screen dictate whether you wish to commit yourself to the mission. After that, there's no going back

or crying for Mummy.

SPECIAL **AGENT** SABOTAGE

Being a very special agent, you carry the tools to get the job done! Included in your agent's weapons line-up are dynamite (essential for blowing houses and people into oblivion), hand grenades, machine guns, knives and even rockets (if you're in a vehicle). Also, liberate an island and the grateful inhabitants will donate all sorts of James Bond-like secret weapons (and possibly a villa or an expensive car, as well!)



▼ Pick your transport!





252 **UPDATE**

Amiga and PC versions of Flames of Freedom are being put together now! The Amiga version should be just the same as what we've seen here (presumably with better sound), but hopefully just like its predecessor, the PC version should take advantage of more powerful machines!





To liberal an ran Emple, a These vay fr clude blaving particula indi mission, ou are, how ver has beel loca or if you ha out tasks for that of a lou able to mint can help ou re tors... T Flames Fr

with you cau

TRANSPORT TO TERROR!

At the beginning of each mission, you are automatically given a vehicle to carry out your mission with - though there's the prospect of finding many more in the game itself. In fact, Flames of Freedom features no less than 22 modes of transport, ranging from bi-planes, helicopters and rocket packs to submarines and even trains (it's a good job all the snow's gone isn't it?). You can also hijack enemy vehicles and make use of some of their military hardware!





CAPTURE, TORTURE AND ESCAPE!

In true A-Team style, if you are physically worn away to nothingness you don't die you just get captured by the Saharan Secret Police! They aren't into wearing silly overcoats and bugging the homes of the mighty either. These guys prefer to capture Atlantic Federation agents and subject them to hours of torture. Agents have the choice of attempting to thrash the hell out of their captors, bribing them or if they're of the opposite sex, seducing them! If your ploys do not work, you're subjected to more torture - and another day is lost. During these missions, losing even one day threatens the success of Operation Wildfire.



■ "I want that biplane, not excuses!"



■ Just what I like - a sitting duck...

▼ KABOOM!



PAUL SEZ...



This is the biggest game I've ever seen, and I still can't quite believe that it can run on a 520 ST! And what is even more unbelievable is that unlike most vast games, Flames of Freedom actually has an awful lot of gameplay in it. There are all those modes of transport, all those

people to contact and all those islands to explore, making it an adventure that could easily continue for months. The 3D graphics are slightly more jerky than Midwinter's but they do provide a believable environment, especially underwater, and the lapping waves are so realistic it's uncanny. Flames of Freedom is a real leap forward in games technology and I can only hope that some enterprising programmers try to better it!

PAUL GLANCEY

VINTER MISSIONS

rat an island from the machinations of the Sahanpi), a number of objectives must be carried out. vay from island to island, but typical objectives in ploing up enemy installations and assassinating larndividuals. Unfortunately, when you start your n, ou have no idea where to start looking. You wer, given a contact to locate. Once he or she enocated, they can be pumped for information, ur harisma is strong enough, they'll even carry ks or you! Even if your charisma is equivalent to a louldy kipper, your contacts should still be point you in the direction of someone else who Ip ou - unless of course they turn out to be trai-Thre are over 4,000 characters to interact with in s oFreedom - and not all of them sympathise urause.



▲ Torpedoes away!

GRAPHICS 95 SOUNDS 85 PLAYABILITY 91 LASTABILITY 97 OVERALL 96

IF YOU'RE UNDER 18, PLEASE MAKE SURE THAT YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU START DIALLING. CALLS ARE CHARGED AT 33P PER MINUTE (OFF PEAK) AND 44P PER MINUTE (PEAK RATE).

WIN A MEGADRIVE! 0839 654 168

Cor-ikey! Pick up that 'phone and use your skill and judgement to answer a few simple questions and it could be you that ends up with a new Megadrive for your troubles. Not bad eh? Well, then, dial now!

WIN A PC ENGINE! 0839 654 169

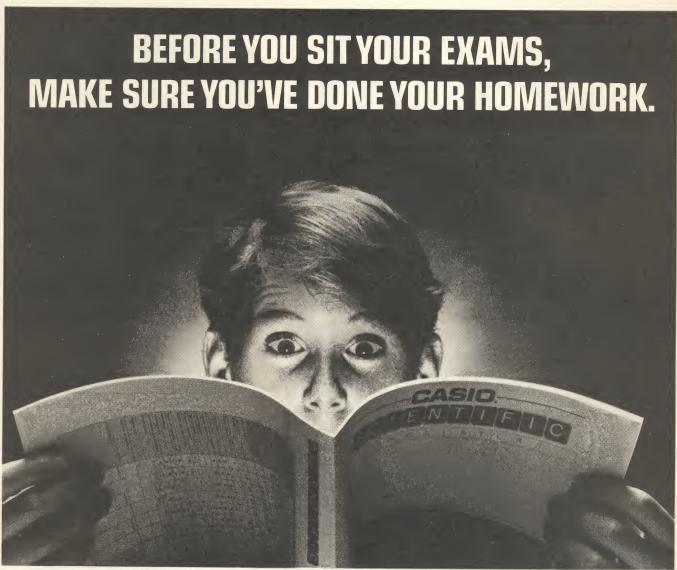
Arcade action aplenty awaits for one lucky CVG reader. Simply traverse the short distance to your nearest telephone and dial away. Who knows? A brand, spanking new PC Engine might end up at your house!

WIN A GAME BOY! 0839 654 170

Yikes! Introduce some handheld happiness into your life with the Nintendo Gameboy - a console so hot, you'll need asbestos gloves to handle it (not really)! If you fancy your chances get to the 'phone now!

WIN A SUPER FAMICOM! 0839 654 171

Jeepers! If you fancy getting hold of a Super Famicom (the best console in the entire universe) then this is the number to call! Simply make all haste to your nearest 'phone and dial as if your life depended on it!



Burning the candle at both ends is one way to prepare for exams, but you should never neglect your equipment.

With a Casio scientific



FX82D Price Guide £9.95 New Fractions Model 8 Digit (8 + 2) Statistics, Hyperbolic Trig, Functions



FX85V Price Guide £12.95 8 Digit (8 + 2) Linear Regression Hard Case C-Powered

calculator on your side, the odds are already stacked in your favour.

There's a great choice and all are great value; from the FX82D basic model to the



FX100V Price Guide £12.95 10 Digit (10 + 2) Number Base Conversions 6 Constant Memories



FX570CV Price Guide £14.95 10 Digit (10 + 2) 9 Physical Consts., Number Base Conversions

FX570CV, a real 'A'-level calculator that always gets results.

And all Casio Solar powered calculators feature C-Power, battery back up for those moments when everything looks black.

Casio calculators are the educational standard for both teachers and students, with easy to use key layout and all the functions vou'll ever need.

That's why a Casio is always

the right answer.



(Not Shown). FX115V Price Guide £13.95, 10 Digit (10 + 2), Number Base Conversions, C-Powered. FX911V Price Guide £14.95, 10 Digit (10 + 2), Number Base Conversions, Wallet Style, C

Price guides correct at time of going to press. A selection of Casio Calculators is available from: ARGOS, BOOTS, COMET, DIXONS, HARRODS, INDEX, JOHN LEWIS PARTNERSHIP, JOHN MENZIES, RYMANS, SELFRIDGES, TOYS R US, W H SMITH. Also available from: Amberley, Anita Business Systems, Brown Stationers, C. Brooks & Co. Ltd., Calculators for Schools, Checkers of Bolton, Clarks Stationers, Collins, Comcal, Ellenbray Press, Eurocalc, Fairdeal, G.A. H. Douglas, Geerings, George Waterston, Guernsey Photographic, Heffers (Cambridge), J & P Beals, J. H. Clarke, J. H. Younie, Jarrolds, K. K. Stationers, K. T.D. (Kendal), Krisman, Maplin Electronics, Markhams (Colchester), Mitre, Murrays Stationers, Oxford Educational Supplies, Photo Stereo, Ramsons, S & A Stationers, S. K. D. Typewriters, Science Studios, Sumita, Suttles of Malden, Takeda, Tempo Electrical, Tindalls of Newmarket, Typewriter centres, Tyseal Office Shops, Wallace Heaton, Watchword of Guildford, Wilding Office Equipment. Some models may not be stocked by all outlets.



VADER WITHOUT YODA

Dear C+VG,

Darth Vader is back (this time Yoda-less) to impart yet more wisdom and philosophy with the "readers" of C+VG. Yeah, Yoda was last seen trying to use British Rail, so don't expect to see him for a number of days yet. Perhaps someone should have told him that surfing on the roof when the train is overcrowded is a mite dangerous. Oh well. Mustn't grumble.

We've just taken time off from our Virtual Reality holiday on Mars (we were actually in Southend - perhaps that explains why we couldn't tell the difference when we took the equipment off) to comment on the sort of mail you seem to be getting of late (this letter excluded of course). Obviously when God was giving each one of these people a head, your correspondents thought he said "shed" and asked for a wooden one (use that to break the ice at parties, Vader fans!).

We've just got a brand spanking new (with the emphasis on the spanking) Super Famicom for the games cupboard at TAC headquarters. Bet your readers didn't realise that Nintendo's latest wonder is in fact based on an old meccano kit, eh? Well it's true. We've got our SFX (as lads call them) hooked up to the radio-controlled car (with real suspension) so it can deliver all the mail around the office (we reply to every fan letter we receive). Ingenious eh? Well it would be were it not for the fact that the flippin' thing took a wrong turn yesterday. Apparently, the last thing anyone saw of it was when it overtook Yoda's train

in the early hours of this morning. What a strange story - expect to see it in the files of Arthur C Clarke in the not-too-distant future...

Oh well, got to go now. The TAC switchboard is jammed again and someone's got to answer all those calls haven't they? The price of stardom and success...

Darth Vader, The Martian Pleasure Pits of Y'Uan-Ka, (Underneath Southend pier near the kiddies' sand pit). PS: YOB, d'ya think you can 'phone up my Mum and tell her to stop jamming our switchboard? Ta.

YOB: Ok, you win - £100.00, that is. Get Yoda back and I'll think about doubling it.



FALLING APART AT THE SEAMS

Dear YOB
I have a complaint (Should I say something, readers? YOB). All my issues of C+VG
are fantastic, but there's one
problem - they're all falling
apart! This is a big disappointment, because I like to keep
all my mags intact. It would
be superb if the front cover
was like the MEAN MACHINES cover (another fab
mag!), even if it meant paying
a few more pence!

Anyway, to a more peculiar subject - I own an NES, and got a double cartridge (Super Mario Bros/Duck Hunt) when I brought it. When I play my friend's version of SMB, it seems really slow compared to mine. Both Mario and the baddies are hyper-active, and

the castles are extra large on my version. Please could you tell me what is wrong, and do you think I ought to take the cartridge back?

Glenn Skelhorn, Mossley Hill, Liverpool

PS Any chance of Final Fight on the NES?

YOB: Aha, funny you should mention this Nintendo "problem", because I myself noticed this at Christmas when I had a play on a Nintendo from a Zapper Pack. For some reason, the double cartridge version of SMB runs a little bit faster than the ordinary versions, but the only really noticeable difference is that the music is a bit more up-tempo. So there - you don't have to worry about having to take your cartridge back to the shop after all. As for your cover problems - why not invest in one of our saucy new CVG binders? They're strong, attractive, hygenic and if you buy enough you can even build a house out of them (not a very good one, though).

SPOT THE BRAIN CELL

My Dearest Mr YOB I would be extremely grateful if you could answer, in your skillness, the following ques-

1) Can you get Ghosts 'n' Goblins and Operation Wolf on the C64, and if so, where from?

2) Are C64s better than Amstrads in gameplay?

3) Are Chase HQ 2 and Robo-Cop 2 coming out on Commodore cassette?

4) Please could you give me some tips on how to be as amazingly skill as you? 5) Is it still possible to buy issues 100 and 102?

Marc Davison, Wallsend,

Tyne and Wear

YOB: AAARRGH! More flippin' questions! Doesn't anybody write anything else these days? Anyway, Marc, seeing as I'm in a generous sort of mood, I'll tell you: 1) Yep, they're both out on

budget, courtesy of Encore and Hit Squad respectively, for the princely sum of £2.99. Check out your local softshop, they should be

2) It's the software that makes the gameplay, not the machine, so your question's a bit crap, really! 3) Nope, both games are C64 cartridge only, I'm afraid, so if you want these, you'll have to stump up twenty-five sovs for each of them.

4) Hah! No chance, If I gave away my trade secrets, I'll have loads of people running around pretending to be me, and where would that leave me?

5) Yes, indeedy, if you bung off a cheque or postal order made payable to Computer and Video Games for the grand total of £1.75 for each issue, and chuck it to this address: C+VG Back Issues, PO Box 500, Leicester, LE99 0AA.



I have a brilliant idea for a game. I'll let you name it. Here's the plot. The year is 1994. You're in America, 2 months before the World Cup starts, and there's some terrorists in town. You have to chase these nastys all over America thru 4 towns (levels) NEW YORK, CHICAGO, DALLAS and LA. At the end of each level when you have finally tracked them down you have to disarm the bomb they have by clipping a wire on the bombs. You are given a choice of colored wires. Clip the wrong one and its all over bud (Who are you calling "bud"? - YOB) but if you clip the correct one you advance to the next level. By the time you have completed the 1st 3 levels it is the day of the World Cup final. You know the last terrorist is in the stadium, but where? You search high and low for the terrorist and the bomb. The ref blows his whistle. The teams kickoff you start to sweat. You know there's not much time left. You catch up with the body (??? - YOB) you torcher (Double ??? - YOB) him and he tells you he put it in the World Cup. You have to find a way to get to the World Cup. If you do that you are given millions of dollars from soccer fans from all over the world and you complete the game.

Well Yob what do you think? M Cox, Australia YOB: Crap.

CRAP DAD

Dear YOB

Our dad is crap. He can only complete Double Dragon II. Yours Body Slammingly, Simon "Ultimate Warrior" and Carl "Macho King" Davis, St Budeaux, Plymouth.

CARING, SHARING YOB: Well at least that's something! There are a whole generation of dads who are only just "coming out of the closet" as far as video games are concerned - so let's not pour scorn on them, but encourage them to fulfill their desires so that they can enter new realms of pleasure. Hmmm. Yes.

NO COMMENT

Dear YOB

I am a proud VIC-20 owner and have recently expanded my standard 1k with the brand spanking new 3k memory expansion. Do you think this was a wise investment? Recently I have noticed the lack of VIC-20 games available. The one I have seen recently in my local software shop, OMEGA RACE, did not have as good graphics as. say, those on the Amiga, or Megadrive, why is this? I have been wanting to buy an Amiga for a long time, is there an Amiga emulator available for this marvellous computer. If there isn't, I am thinking of buying another up and coming machine called "The Enterprise" I saw this in my local Dixons about five years ago. It looked really good, with better graphics than the VIC and even had a in built joystick! The only problem being that it was not possible to use anything than the tiny two-inch stick provided! Does it have the facility of unscrewing the stick and replacing it with your favourite stick?

I have heard that the Amiga has a HAM mode. Is this anything to do with eggs, sausage, beans and SPAM mode? If so then is there a vertical and horizontal SPAM mode?

Warning this message will now self destruct (Ha but there'll be another one arriving soon, so watch out) Bongo the Clown, Purley, Sur-

PS Did you know that I share the same middle name as

Winnie the Pooh and Alfred the Great? PPS BOOOOM!!!! YOB: Y'know, it's letters like this that make me wonder if it was worth getting out of bed this morning...



ADAPTOR ANTICS

Dear YOB.

Please could you advise me why an adaptor is needed for Japanese games. Yours hopefully,

Steve Gibson, Dagenham, Essex

YOB: Well Steve, the main reason is that Japanese cartridges are a completely different shape to British ones (they're about half the size as well) so they obviously aren't going to plug straight in. There are more complicated electronic factors as well, like differences in timing circuitry and stuff, but I don't know much about them so I can't tell you.



GIBBER, **GIBBER**

Dear YOB!

Hi, I have a fiend called Sohail, he own's a Sega, Megadrive. I say it can kick the Nintendo into Dark Space, tell us so he can, suht, up!

Seth Woods, Wembly (sic), London

YOB: I wonder if you can get a prescription for this...



FLAMES O



Dogfight with opponents over villages for command of the skies, or attack ground targets which serve the enemy's cause.

Flames of Freedom, the new blockbuster from the creators of Midwinter, offers you total freedom. Freedom of choice, Freedom of action, Freedom of movement.



Night time sequences afford excellent cover for secret movement and actions, illuminated by the glare of your jeep's headlights.



The playing area of three million cubic miles is not restricted solely to areas above ground. You have full freedom of movement underwater, and three types of 'submarine' in which to achieve it.

Screen shots shown are taken from the Atari ST versions. Actual sceens may vary by format



Seek out and destroy enemy shipping units, condemning them to a watery grave on the sea bed, from where the ocean's surface is clearly visible above.



RADBIR

TOTAL FREEDOM- FROM RAINB

(1,000 miles long X 1,000 miles wide X 15,000 feet high.) + (4,000 characters X 22 modes of tr

FREEDOM

A three dimensional environment packed with action, adventure and strategy. Entering it is easy.....breaking free is what's hard!



A million square miles of accurately mapped 3-D terrain, generated by fractal techniques, and fully light sourced throughout, provides a playing arena far superior to even its predecessor, Midwinter I.

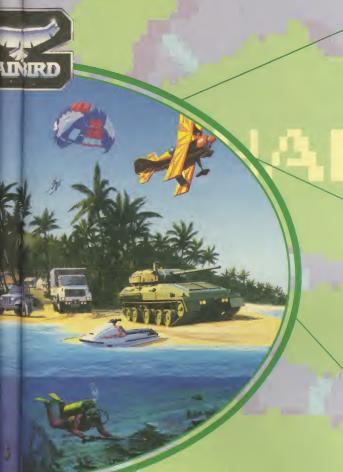


Fly the skies above the forty-one islands by helicopter, zeppelin, parachute, rocket pack, or, as seen here, biplane and balloon, all offering superb views of the land and of the other aircraft.



The enemy have a vast array for firepower aimed at you, on land, in the air, and across the sea, and react quickly and intelligently to your actions.

Flames of Freedom will be available shortly for your Commodore Amiga Atari ST and IBM PC compatibles





The sea surface is generated by constantly moving fractal points, causing you to bob up and down as you swim or sail across it.

NBIRD MASTERS OF STRATEGY

s of transprt X 1,000s of buildings) = 3,000,000 cubic miles of Action, Adventure and Strategy.

AMIGA C64 BY STORM £24.99 £10.99

Dateline: now. A situation has arisen - a vicious empire has invaded, intent on nothing less than total global domination. Their technology is unparalleled ground assault units, missile launchers and tactical aerial strikes have all but conquered what little resistance there is.

Enter the elite Special Weapons Interdiction Vehicle (SWIV) assault team, with the latest in counter-assault firepower - a helicopter gunship (which can only fire vertically, but can fly over all terrain) and an armoured jeep (which can fire in eight directions, but has to follow certain routes across the battleground). Taking control of one of these ultimate combat transports (with a friend controlling the other, if in two-player mode), your objective is to battle through the sixteen different landscapes, to destroy as much of the enemy forces as possible.

At the end of each landscape lies a giant enemy installation which must be destroyed to progress - it isn't that easy, however, as the base will throw everything it has at you to stop you dead!



Don't just gander - blast that goose!

CVG



ROB SEZ...



Wow! If you thought Silkworm was tops, just wait until you get a load of this! The top-down viewpoint, gives each vehicle its own individual style of play using the jeep is just as enjoyable as its airborne counterpart! The graphics on the Amiga version are ab-

solutely stunning, using the Copper chip to the full - the backgrounds are all made up of separate sprites! The C64 doesn't lose out, either, with loads of craft nipping around the screen like there's no tomorrow! The sound on both games is also outstanding, with tons of loud and raucous explosions - when the going gets tough (which it invariably does), it sounds like a full-scale war! Add to that the automatic difficulty level (which takes into account how you're doing and if one or two players are taking part), and you've got yourself one of the most addictive and playable blasters in ages. Miss this and you'll never forgive yourself!

ROBERT SWAN

BATTLE-GROUND BONUSES

At certain points, the components of a "goosecopter" fly on screen then join up. When it's in one piece, the only vulnerable point is the central body, but this is partly shielded at the front by the swinging "head". Once destroyed, these nasty objects leave behind a number of tokens, which award the following goodies:

DOLLAR Gives a 5,000 point bonus, as well as a limited shield.



BONUS Awards the player a number of bonus points.



firing i





SPECIAL WEAPONS INTERDICTIO

MALARKEY

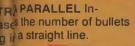
The enemy installations aren't just going to sit back and let the world go by - no, siree, they let you know they mean business with some of the biggest weapons yet seen in any game! Take a look at this first base, for example - keep out of the way of that cannon, or BOOOM!



seneck for power-ups!



u're in trouble...





EXTRA SPREAD Fans the increased number of bullets out, for a wider kill area.



RAPID FIRE Exactly what it says, really!











Specs for the jeep...



UPDATE

SWIV will be exploding on to the ST (£24.99), Spectrum and Amstrad (£10.99) very soon now, with (hopefully) just as much frantic blasting action as the versions reviewed here. Check out the relevant Bytesize sections over the next few months for an update.

PAUL SEZ.



There aren't many Amiga blasts that I would go out of my way to play, but this one is something else! It's brilliantly programmed with the sort of features you only see on console shoot 'em upsreally detailed graphics, super-smooth, full-screen scrolling, explosive sound

effects, loads of missiles on the screen and first-rate gameplay. What I liked most about SWIV was the enemy vehicles, which you might think is strange, but they look just like the sort of tanks, trucks and aircraft Gerry Anderson used to dream up for the SF programmes of my youth. Elderly arcade fans should also watch out for the "Tribute to Xevious" part-way through the second section. The use of the two vehicles is as accomplished as it was in Silk Worm, though I found the Jeep more difficult to control than the helicopter because I couldn't quite master the jumping control. Still, they tell me practice makes perfect, so I've got a good excuse to get back to the game and start playing it again. So if you'll excuse me...







SMOOTH AS

Though not strictly speaking a sequel SWIV could be thought of as the follow-up to a Tecmo coin-op released back in 1988. This enjoyable horizontal scrolling blast featured a similar style of simultaneous two-player action. but playing the jumping jeep was a difficult job at best, due to the large number of ground installations. Silkworm was converted to home computers a year later by Random Access (who, by no strange coincidence, are also the team behind SWIV), and received rave reviews across the board - Paul awarded the cracking Amiga version a CVG HIT! in the July '89 issue. Now it's been re-released on the 16 Blitz Plus and Mastertronic Plus labels (for £7.99 and £2.99 respectively), so if you're considering forking out for this excellent slice of blasting action, check out the relevant Bytesize reviews elsewhere in









AMIGA

GRAPHICS 93 SOUNDS 92 PLAYABILITY 92 LASTABILITY 90 GRAPHICS 89 SOUNDS 90 PLAYABILITY 90 LASTABILITY 88 OVERALL 90



From the designer of

characters - and from other callers! Hint - Don't kill other callers unless absolutely necessary.

Guards earn money by extortion from game characters and by arresting other callers. Hint - Only arrest Thieves who have killed another caller or Heroes.

Live Encounters!

You will regularly come across other callers. Is he Hero, Thief or Guard? Will you risk talking to him? Can you trust what he says? Or if you don't trust him, will you strike the first blow? Heroes need escape information from other callers. Thieves need to appear friendly to get close enough to pick pockets. Guards must find out about any strangers they meet - a wrongful arrest carries a heavy penalty.

New Combat System!

Outguess your opponent each Attack Round by dialling a number between 1 and 3. A 3 (Savage Attack) beats a 2 (Lunge) which beats a 1 (Guarded Attack) which beats a 3. Work out what happens when you both choose the same number! Monsters fight to the death - but in recognisable patterns. But with LIVE opponents, you can opt to either Plead For Mercy (dial a 9) or Spare his Life (dial a 0).

Cash Prizes to be Won! **And Free Game Time!**

The best Hero, Thief and Guard each month wins a prize of £100. Heroes must escape quickly; Thieves and Guards must collect Gold. In addition to these prizes, the computer will award free play time to characters who collect more than a certain number of Gold Pieces (the Gold required will vary from month to month and character to character).

Calls cost 33p per minute cheap, 44p per minute all other times. The Slaughterhouse can be played on ALL TYPES of telephone. Some callers may find that dialling a '1' will exit from the game and suspend the call. This occurs at BT exchanges and is not a fault of the game system. If you experience a problem, please call again with a touch-tone telephone. If you need more information send a stamped, self-addressed envelope to Computerdial, 7 Leapale Road, Guildford, Surrey GU1 4JU, marked "Slaughterhouse".

BY HUDSON SOFT

that inscrutable martial artist, and star of numerous chop-socky movies, Jackie Chan, is in a real fix this time. The Lord of the Underworld has spirited his beloved off to the dark recesses of the abyss, to make her his slave! What can a karate-kicking hero do, but make tracks after her, and kick the evil one's butt into the middle of next week?

Viewed from side-on, Jackie has to progress through six levels, kicking seven bells out of any opponent that dares to stand in his way. The bad guys aren't about to sit down and die, however, and will do everything in their power to make sure Jackie doesn't succeed! Contact with either an enemy or his weapon results in the loss of one of Jackie's energy points - once these are all gone, Jackie goes all a-quiver and collapses!

Friendly frogs wait en route, and when punched they release power-ups for Jackie to catch, bestowing extra energy, super spin kicks or super high kicks. These power-ups are limited in number, however, and must be used wisely. Also in Jackie's arsenal is the ability to power-up his "fists of fury", and unleash an energy bolt of devastating force!

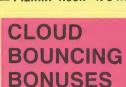




▲ Tiger, tiger, burning bright...



▲ Flamin' heck - it's hot stuff!



If you're lucky enough to come across a key to a secret room, Jackie can grab loads of extra goodies! Jackie has to bounce from cloud to cloud without falling off and collecting the fruit as he goes. When the timer reaches zero, Jackie is awarded extra lives, points, energy and power-ups, depending on which fruit he col-







RICH SEZ

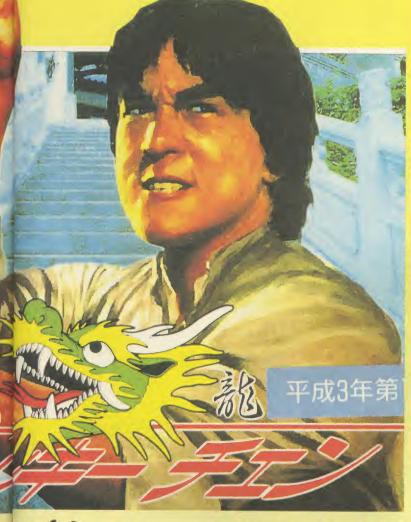


If ever you want to watch a film with a wafer-thin plot, plenty of violence and loadsa laughs, I can highly recommend any of Jackie Chan's movies. Bearing in mind all his laugh-a-minute antics, I thought that this would be a brill game. I was a tad disappointed. Poor old

Jackie seems to have gone through a timewarp to ancient Japan (no leaping on top of a moving lorry and taking on seven ninjitsu aces in mid-air, no sir) - completely losing all of the atmosphere of the movies! Still, although the game wastes the potential of the licence, it's still a good laugh to play with some really nice sprites (especially the tiger on level one) and decent grunts, groans and tunes beefing up the audio aspect. The game is also very challenging and there's plenty of variety in all the levels. If you're into platform-based beat 'em ups, give this one a go.

RICHARD





KIE CHAN

THANKS

Thanks to Console-Concepts (0782 712759) for the loan of the cartridge used in this review



▲ Have you got frog's legs? No, I always walk like that...

ROB SEZ



I'm not exactly the world's biggest fan of chop-socky movies, and Jackie Chan doesn't strike me as being among the likes of Harrison Ford in the film star stakes. Bearing this in mind, I approached Jackie Chan with some trepidation, thinking "yeah, just another beat 'em

up". But, as some games have a sneaking tendency to do, this had me completely addicted before long! It's not just the audio-visual aspect which makes this so good (although the way Jackie leaps, kicks, and punches is pretty good) but the sheer addictive nature of the game which keeps dragging you back for another go. The addition of secret levels only makes the game more entertaining, thereby prolonging the game's lifespan. Easy to get into, but a real mutha to complete, Jackie Chan is a must for any PC Engineer's collection.

ROBERT SWAN



PC ENGINE GRAPHICS 85 SOUNDS 82 PLAYABILITY 89 LASTABILITY 85 OVERALL 88







C64 CARTRIDGE £24.99

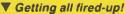
BY SYSTEM 3

It is the twelfth century. The evil Shogun, Kunitoki, having fled from present-day Manhattan, has taken refuge in ancient Tibet. His new lair is the Palace of Mysteries, the source of the Ninja's power of stealth and magic. The dark one's goal - to completely destroy the Ninja by perverting their temples into sanctums of evil and chaos!

To test his plans, Kunitoni has called upon his ageold adversary, the Last Ninja Armakuni. Dragged through time and space, Armakuni has to traverse five forced-perspective levels, each of which depict the various chambers of the temple. Each chamber signifies a particular element; Earth, Wind, Water, Fire, and finally Void, in which Armakuni must defeat Kunitoni once and for all!

It's not as easy as it sounds, however. Not only are Kunitoki's forces out to utterly destroy the lone shadow warrior, but puzzles have to be solved in order for Armakuni to progress - if these aren't overcome, the Ninja will face a fate worse than eternal doom...







▲ The water level in all its glory.



▼ A one-on-one battle!

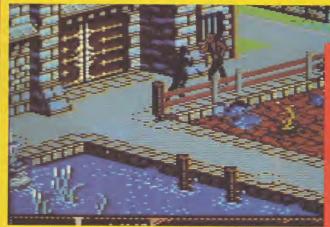
THE FIRST LAST NINJAS

The first Last Ninja game (?) was released during 1986 after an extensive advertising campaign, and an even longer wait (prompting some wits to call it "At Last The Ninja"). Featuring brilliant chopsocky action and great graphics, Last Ninja also surfaced on the 16 bits as Ninja Remix (although the first one was supposed to have been released along with the C64 version - an Atari version was planned, but never saw the light of day). Last Ninja 2 was no less stunning than the first game. Set in present day New York, the game saw Armakuni take on the Shogun's forces, crooked cops, thugs and all sorts of other strangeness. Although the 8 bit versions received general acclaim and many rave reviews, the ST and Amiga versions (programmed and published by Activision) were, surprisingly, inferior and as such were slated something chronic!

▼ Mr Death comes to play...









BUSHIDO BASHING

If you are drawn into combat (as you inevitably will be), it's important to keep an eye on the prayer wheel at the topright hand corner of the screen - this will inform you which weapon your assailant will attack you with. If you try to utilise the same weapon against him (if you have it in your arsenal, of course!), victory will increase your Bushido level. Your Bushido level dictates how much damage you can inflict upon an opponent - with a reasonable amount of Bushido and an average weapon, you can hope to defeat any enemy with little trouble. However, if your bushido is low, and even if you are using a powerful weapon (such as the nunchaku), you're still in for a rough ride. Facing Kunitoni with anything less than full bushido is suicidal!

▼ Climb the cliff!





Prepare

▼ for pain!

ROB SEZ...



As a fan of Last Ninja (and as someone who thought that Activision's 16 bit versions of Ninja 2 were little more than laughable), it's great to see that System 3 are determined to produce the best from an 8 bit machine. The C64's graphics and sound are really pushed to their

limits, resulting in some of the most incredible audio-visuals you're likely to see on any 8 bit - the Void level, the intro and the end sequences are enough to have even the most cynical Amiga owner eating his words. The construction element of the puzzles makes the game that much more enjoyable to play, and increases the game's lastability. Okay, so twenty-five quid may sound like a lot of dough for someone used to forking out a tenner on a game, but when you're getting a game as big and as good as this, you're definitely getting your money's worth. Overall, this is the best thing on the C64 in years - and I ain't joking.

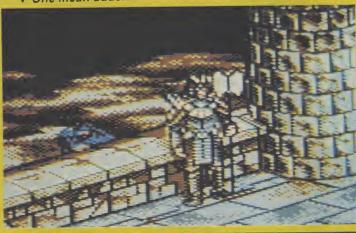
ROBERT SWAN



The Amiga version of Ninja III is also coming along very nicely, and as you can see from these early screenshots, should be just as impressive as the C64 game. Although the intro and end sequences were missing from this demo, as were the spot effects and collision detection, the Amiga's graphics are little short of gobsmacking. When will all of this be available to you? Check out CVG over the next few months for all the details!



▼ One mean dude...



RICH SEZ...



Where shall I start? Well, perhaps at the beginning and what a beginning! Ninja 3 has the most amazing intro sequence yet seen on a C64 game, with Amiga-quality graphics and sound (I kid you not). I'm happy to say that this amazing attention to detail continues right

through the game. The graphics are simply stunning probably the best yet seen on a C64 game. The sound is similarly impressive, with soundtracks that match each elemental level (the sounds of wind on the wind level - you get the idea). Each level is a real bitch to complete with some of the most cunning puzzles ever, but the solutions are quite logical (in a warped sort of way). The only thing that hasn't been improved is the ninja combat - this is still a case of just choosing a weapon and laying into your opponent. It would have been nice if a larger degree of skill was required in combat. Still, Ninja 3 ranks as the best C64 game I've played for years - well worth the money.

RICHARD

▼ Ninja combat can be fun`- if a little painful.



▼ Cor!

UPDATE

Ninja III should be slashing onto the Atari ST and Amiga within the next six weeks. As soon as we have anything further, you'll be the first to know.



C64 CART

GRAPHICS 96
SOUNDS 90
PLAYABILITY 93
LASTABILITY 94

OVERALL 94

VIDEO EXCITEMENT in the of Pour IIIIIII



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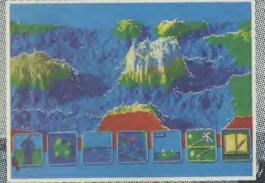
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[acka-wacka! PacMan has returned, only to find that PacWorld has gone all forced-perspective on him! A strange state of affairs, indeed, but to PacMan, it's business as usual - time to stuff his face! The problem is, those pesky ghosts - Inky, Pinky, Blinky and Clyde - are back as well, but with two new cohorts, Sue and Jumpy, and all six are out to sink their chompers into PacMan's hide!

PacMan's objective is to race around the five levels (Block Town , PacMan Park, Sandbox Land, Jungly Steps, and the new secret level, Coin World) munching down all the video pills in order to progress to the next stage. Contact with a ghost will result in the loss of one of his three lives, but the tables can be turned by gulping down one of the four power pills, to be found in each corner of the maze.

If the going gets too harsh, PacMan can use his new "bounce power" to leap over the heads of any ghost that gets too close!

PacMan's

this time he's twice as deadly!



RICH SEZ...



First of all, there's no denying the technical brilliance of PacMania - the graphics are virtually the same as the acclaimed Amiga version with super-smooth scrolling throughout. The playability is just as good as the coin-op version (although it's a tad more difficult methinks) and

the instantly addictive gameplay will have you hooked from the outset. Unfortunately, it's perhaps too close to the coin-op for its own good.

> RICHARD **LEADBETTER**

THE LIFE AND TIMES OF **PACMAN**

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PacMan's video history is just as extensive - the original coin-op, the Atari VCS and 8 bit cartridges, Ms PacMan, Baby PacMan (a curious mix of a mini pintable and a video game, which, unfortunately, flopped), Super PacMan, Professor PacMan (an educational coin-op?), PacLand (from which the TV cartoon series, which is still being screened today, was spawned), Super PacLand (more of the same, only harder), PacMan Jr (another Atari VCS cart), and finally PacMania. What next, we ask ourselves? How about PacMan on the Game Gear?

▲ Choose your destination, PacMan!



▼ The key to Coin World!



REVIEW THE MONEY MAZE! As well as having all the worlds of the coin-op, the Pac-UPDATE Mania conversion also has one extra maze to wackaround. Coin World can only be reached from the first PacMania's been out and level, by... oops, no, we won't tell you just yet - see if about on computers for you can work it out for yourself. It's not difficult to reach, yonks, courtesy of Grandbut its pathways are packed with bonus points in the slam. For those of you who form of shiny gold dubloons! didn't grab it first time round what's wrong with you?), theck out a new compilation rom US Gold, containing this ind Pac-Land. Next stop: PacMan's Park! Exploring Coin World. ROB SEZ... For their first title, Tecmagik **Ghst City** have definitely come up Blek Town! trumps! I'm a great fan of the original PacMan, and used to spend hours piling coins into the coin-op. PacMania is essentially more of the same, only in 3D. The thing that really makes this game is the speed - it's quick, fluid, really responsive, and most importantly, fun - qualities which are vital for a game of this nature. The audio-visuals are great, with full-screen scrolling, well drawn and colourful sprites, some great renditions of the coin-op music and that old "wacka-wacka" sound. PacMania is easy to get into, but the only thing that may put some people off is the repetitive nature of the game. If you're a fan of the genre, however, you'll love it. ROBERT SWAN PAC PARAPHERNALIA As one of the most famous characters in computer history (more so than Mario in the early eighties, and that's saying something!), the number of PacMan related items that could be grabbed was little short of incredible. Towels, miniature video games (which spawned a thousand and one rip-offs), board games, cuddly toys, pyjamas, lunch boxes, thermos flasks, a PacMan fan club (honest!), bedspreads, posters, T-shirts, bubble gum, watches, sweets, wallpaper, stickers, books, a record (the brill PacMan Fever) - the list goes on! PacMan even went on a US tour along with Blinky the ghost, and was nearly mobbed by thousands of screaming fans! Can you imagine PacMan being saved by the US National Guard?



Four levels of difficulty will help you to learn quickly - and optional autopilot landings will allow you to concentrate on airborne action. The controls are simple, effective, and easy

to remember. It is a great flight sim for beginners and experts alike.



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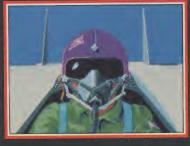
An amazing ten viewpoints give you the opportunity to view the fast flowing 3-D environment from virtually anywhere around your plane - and a unique "Director" option can be used

to automatically change the view for you, so that you're always looking right at the centre of the action.



The newest smart weaponry and laser-guided armaments are primed for launch - it's your job to make sure that you're in the right place at the right time, and avoiding the constant enemy

attack being thrown at you.



Enemy pilots and missile crews act and react intelligently and quickly. Success depends on making the right moves - and making them fast. F15 Strike Eagle II puts you in

the hottest seat of them all - Take a look for yourself.



F15 Strike Eagle II follows F19 and Gunship into the front line. The latest and gra



AIR SUPERIORITY

The F15 Strike Eagle is the latest in a long line of F15 Eagles, whose development began in the mid '60s. Originally conceived as an ultrapowerful, ultra-fast air-superiority fighter, the design has developed into an air-superiority fighter with ground-attack capabilities.

The F15 Strike Eagle is one of the fastest, most manoeuvrable, and most powerful military aircraft in the world. It has the capacity to carry the latest airto-air and air-to-ground armament in addition to its 20mm cannon.

The latest version of the Strike Eagle is equipped with a sophisticated zoom FLIR/TV/Laser target tracking system that allows the pilot to see close up views (either TV or thermal) of the target at all times.



##CEC PROSE

reatest from MicroProse will soon be available for Commodore Amiga and Atari ST.

REVIEW

he evil Iccus Empire are massing for an attack on the very symbol of everything good and righteous -Heaven itself! The gods, pretty obviously, are not particularly enthralled with the idea of the denizens of darkness occupying the heavens, but being so nice they can't force themselves to use some of their divine power on the approaching marauders!

Enter Wor, a mean, strutting angel with "an attitude". He's the sort of chap whose fighting skills are so lethal that even shaking hands with him leads to instant agony and eventual death! He's also the only angel who feels like using his powers for the benefit of Heaven, so out he trots out from his heavenly hideaway to enter six zones of scrolling shoot 'em up destruction, meting out violent death to anything of devil-born! Success is vital in order to maintain the ever-threatened balance of power between Good or Evil (or some other concept that's straight out of Dr Who)



RICH SEZ...



Take a large dose of Hellfirestyle playability, stir in graphics that more than match the superlative Thunderforce 3 - and you've got one great blast! Gynoug oozes playability from the word go, with some of the most extensive power-ups you're ever likely to come

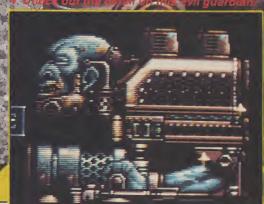
across in a shoot 'em up! From the boring old energy balls to the awesome spinning-angel type thing (specific, huh?), Gynoug certainly gives you the tools to carry out the job! The graphics are great with a really nice mythological feel to the sprites and backdrops and some stomach-churning effects - the wobbly screen is really weird. The sound ranks as some of the best I've heard on the Megadrive. I plugged in my mega-expensive bass-blasting JVC headphones and I was well and truly amazed by the swingsome tunes and explosive spot effects. Right then, all in all, a very challenging game that Megadrive owners should take a look at ASAP. Understand?

RICHARD **LEADBETTER**

ANGELIC ICONS!

Wor can collect various icons in order to further his alien-annihilating cause. Feathers increase his speed. Blue crystals increase the power of his blue weapon (a front-firing spray weapon). Red crystals boost the red weapon (equal front and rear firepower). Collect the yellow crystal, and Wor is endowed with superb front-firing photons with limited rear-fire as well - at no





END-OF-LEVEL EX

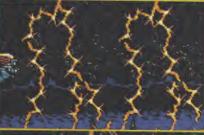
At the end of each level, the logIS El hind a rather nasty piece of worl! Inc level line-up are gargantuan sine gi belly is vulnerable) and motoris'd bu gines! If you think that's a bit on the t of level three provides Wor with the on a vicious rock monster! Harened fiends will no doubt be over the moon more evil creatures remain!



REVIEW

10006







THE ANGEL OF DEATH

Along the path of destruction, Wor can collect scrolls and each has a specific use against the evil Iccus Empire. Collect more than one and the weapon is more powerful when selected!

ENERGY BALL Huge fiery balls burn around the screen killing all in their path!

LIGHTNING BOLT Fairies at the top of the screen mete out lightning death to all underneath!

THUNDERBOLT Just like the Lightning Bolt, except this baby is front-firing and even more deadly!

GROUND ATTACK A ground-hugging missile destroys all in its path! Powerups add a ceiling-hugging missile!

MAGIC MISSILES In other words, homing missiles. Power-up and launch even more of these devils!

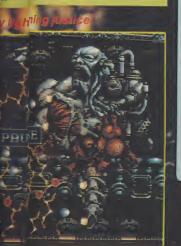
MULTIPLE Fairy-like multiples encircle the angelic hero, killing all!

SHIELD Pretty obvious.

WILDFIRE Makes Wor's fire far more destructive!

L EXCITEMENT!

the lock Empire have left beof wor! Included in the end-ofan stde giants (only its underotorisd bullet-spewing war enbit or he tough side, the end
or with he opportunity to take
I Hardned shoot 'em up
end



ROB SEZ...



The problem with Megadrive shoot 'em ups is that there are too many of them, which means any new blaster has to be really spectacular to make any impact. Gynoug is this, and more! The graphics are absolutely incredible, with some brilliantly atmospheric backdrops - I was

stunned into silence by the see-sawing stomach-like level, which is saying something!. The audio is also tops, with some of the most adrenalin-inducing soundtracks and spot effects yet to be heard on the Megadrive! My only quibble with Gynoug is that it suffers from an unrelenting difficulty level which could have inexperienced gamesters screaming in frustration. However, more hardened players with a taste for scrolling laser annihilation will get a fair few hours entertainment out of this - so if fast and furious action is your bag, take a look pronto.

ROBERT SWAN

THANKS

Thanks to Console-Concepts (0782 712759) for the loan of the cartridge used in this review.











MEGADRIVE

88

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REVIEW

FAMICOM BY NINTENDO £40.00

Welcome to the Pilotwings school of flying! Here, entrants learn everything necessary in order to become a real airman, capable of handling any aircraft in any situation. Your aim is simple. Graduate with honours from the Pilotwings Academy and use your newly-earned skills to complete a deadly mission... or two!

Four rounds of aviating antics face the prospective candidate before a serious mission can be undertaken. Each time you take to the skies your objective is to score points by simply travelling through a series of hoops dotted around the airscape and successfully land. Simple, eh? After each round your performance is critically appraised by one of four instructors. Points are deducted for clumsy flying, time-wasting or death(!), and if you don't get the points, you don't get onto the next round!

Complete one mission, and you're sent back to the Pilotwings Expert school, where the going really gets

A night-time landing for this Pilotwings expert.



RICH SEZ...



The first thing that'll strike you with Pilotwings is the amazing visual quality of the game. The graphics are simply incredible - the Super Famicom's custom graphics give the player a totally realistic environment to fly around. The sound is similarly impressive and the spot

effects are cosmic - the skydiving has the most realistic wind effect you'll ever hear! I'm also glad to say that Pilotwings has the playability to match the audio-visuals. The variety in all the modes of transport will keep you at the Famicom for weeks, and I spent hours trying to get through each level - just to see what new graphical feasts awaited! My only niggle with Pilotwings is that the land-scape is completely flat, but this doesn't detract at all from the gameplay. All in all, an essential purchase for Super Famicom owners. So essential, in fact, that I had to add it to my own Famicom collection, so there you go - what more can I say?

RICHARD LEADBETTER

BIPLANE

A single-seater job that's a cinch to control. Watch out though, clumsy flyers or speed demons usually end up missing one of the hoops and in Pilotwings every mistake costs you points which could mean the difference between disqualification and entry to the next level! When landing, always remember to get your plane as close as you can to the centre of the runway. Extra points are awarded for accuracy, you see.



▲ Breezing through level an



REVIEW ットウイングス SKYDIVING Candidates should be fully versed in escape procedure, and this is tested in the skydiving section of Pilotwings. A helicopter carries you up to ROCKETBELT 3,800 feet and the player free-Cut through the air with your trusty two-speed rocketbelt! falls down at around 1,000 Simply fly through the green hoops, land successfully feet hopefully travelling and Bob's your uncle! Easy! Well, it would be were it not through the green hoops on for the fact that winds blow you around and gravity is constantly forcing you towards the ground. Keep an eye the way down. Landing is the next priority, so pull that ripon the fuel level - if that drops to zero, prepare to eat cord and hope for the best! Extra points are awarded for dirt! Candidates should beware of touching down prematurely as this incurs a two point penalty, but in case of landing on scoring targets, so disorientation, the buttons on the rear of the control pad controlling your descent is esinstantly switch to a bird's eye view. sential. 00358 Sky-diving can be lun... to land! Twilight thr 00216m HANG-GLIDING The Pilotwings biplane tows you into the sky, but when it cuts the rope, it's just the thermals of rising warm air keeping you aloft! Early levels demand that you just reach a certain height and then land safely. Later levels require you to hang-glide through hoops - not too easy, especially when the thermals start to disappear!

REVIEW

Pilotwings is unlikely to ever reach any other computer, console, or anything, Sorry!

PAUL SEZ.



While everyone else went straight for Final Fight and Marioworld, this was the one I ended up playing after hours. In fact I've spent so much time on it that I've actually got further on the game than anyone else in the office - a real first for me! What I find so attractive are

the astonishing 3D graphics and the real feeling of "being there" that the sound effects, detail and smoothness help to create. Also, while there's not much in the way of pulse-racing action, playing is a really skillful business, and the addition of the pass-codes makes it easy to come back to time after time. This is one of the most impressive games I've ever played, and when I buy my Famicom it's going to be top of the shopping list. Is that recommendation enough?

PAUL GLANCEY



▲ Prepare for lift-off!

The chopper crashes on



METAL HAWK?

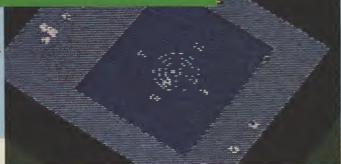
The first danger-packed mission puts the player at the controls of a helicopter in a sub-game that plays like a cut-down version of Namco's superb Metal Hawk coin-op. The object is pretty straightforward. Simply land on an enemy base and rescue some hostages. Unfortunately the base is surrounded by anti-aircraft batteries that could spell doom to inexperienced pilots! Use your gunship's laser-guided bombs to dispose of this little problem.



FLYING PENGUINS!

A couple of sub-games are hidden in Pilotwings. Land on a moving target (they're pretty easy to spot) and you're instantly whisked away to a mega-points bonus game! Take control of a hapless skydiving penguin or alternatively a man endowed with angel-esque wings who can be made to hop from platform to platform, earning extra points each time he hits terra-firma!

One second to splash down!



◀ Our pengiun hero leaps into oblivion!

A whole battery of rocket launchers threaten the chopper!







game and video

golden axe







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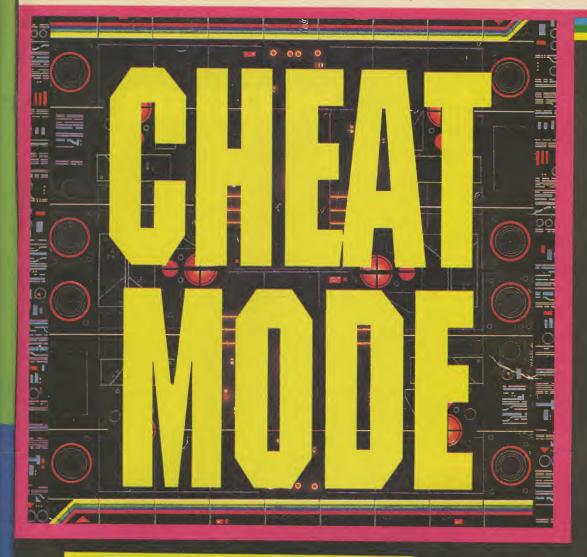
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Average length of the call is 5.5 minutes and we advise that you ring at cheap rate.



Welcome to another edition of Cheat Mode, THE place to send in all your greatest hints 'n' tips. Original tips seem to be a bit thin on the ground at the moment, so to encourage you to get your mapping and cheatfinding hats on, I'm going to be giving away £100.00 each to the sender of the best set of tips and the best map of the month! Phwoar, nelly! Send your maps and tips to CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

ALL FORMATS

SCI

This follow-up to the Taito's great smash 'n' race coin-op is proving right popular with you computer owners. That being the case, take the advice of G Wilson from Upper Norwood in London. If you have an autofire joystick, plug it in and turn on the autofire when it comes to blasting away the boss of each level and his cronies. This should then kill him extremely quickly! Not bad, huh?





TEENAGE MUTANT HERO TURTLES

Tim and Chris Wilson came up with this list of each turtle's attributes.

RAPHAEL The worst Turtle, not specialising in anything in particular.

MICHAELANGELO Only really good for swimming.

LEONARDO Does the most damage to the ninja masters.

DONATELLO Best Turtle in average combat.

When you finally meet the Shredder, choose Donatello and jump up to the top bar, and use the Bo to jab up under the bar. The Shredder should now pose no problem.

Paul Macefield sent in a whole load of tips this month, including this one. On the highscore table of this Ocean Arnie conversion, type LIFE STILL GOES ON. You can now skip levels in the game by pressing F1 (pause) and then moving on with the arrow key. Not bad, eh?





RICK DANGEROUS

More Paul Macefield malarkey, this time for Firebird's classic platform game. On the highscore table, type BBOOIINNGG and you can jump to the next level during the game by pressing down all the keys on the left hand side of the keyboard. Also, if you type FLUFOMATIC in the score table, you can continue from where you last died on your previous game!

NINTENDO

DOUBLE DRAGON 2

Andrew Priestly of Rochdale is a pretty devious sort of chap. He reckons that for this NES beat 'em up par excellence you can select a 2 player game ("2 PLAYER B") and when the game starts you can kill the other player (the red one) and blag all of his energy! Sounds like a veritable goodie bag of fun to me!

TRACK AND FIELD 2

Ben Butler of Bradford sent in all the passcodes in order to get onto all the different days' events!

DAY 2: DHLK*4ZLG DAY 3: DRLKQ3Z1G DAY 4: GRLK*3Z1G DAY 5: DR1KQ4PLN

DAY 6: MBH+*4P1(heart symbol) DAY 7: ZB(down symbol)WQ3PLN DAY 8: R(down symbol)B55PPL1



AMSTRAD

FREDDY HARDEST

As I recall, an incredibly frustrating platform romp, so try typing 897653 at the beginning of part two in order to start the second section of the game. Cheers to David Pajor for that little number.



BUBBLE BOBBLE

A topper conversion on all formats, so try out this password on the title screen.

ZZZ133VZZZZZZ4ZZZ1Z4V44ZZ1Y24V32

There, easy when you know how! Another decent cheat from David Pajor!

GEMINI WING

You just can't keep a good pokester down, it seems. Certainly not David Pajor, that's for sure. He's seen fit to send in all these codes for this shoot 'em up!

1. THESTART 2. EYEPLANT

5. SKULLDUG

6. BIGMOUTH

4. GOODNITE

7. CREEPISH 3. WHATWALL

FAXANADU

Roar Kvakland (what a tremendous name!) sent in this password which makes you a Lord, gives you Dragon Slayer, a battle suit, a battle helmet "and much more". So anyway, here it is. dLb?cv?.IFNIzaEQhCEIQg

SPECTRUM

TEENAGE MUTANT HERO TURTLES

A well deserving C+VG HIT! a few issues back, and already the tipsters have been at it! We've had plenty of suggestions on how to make your turtles invincible, so try these for size. Unfortunately, our office copy has been blagged by persons unknown so we can't vouch for instant success. Try holding down 1,



A, X,, and " together (Barry Shields came up with that). Alternatively Matthew Ashman reckons that pressing down True Video, Inv Video, Delete, Graph, Extend Mode, Edit, Caps Shift, Caps Lock, Symbol Shift, , (that's a comma), and A is the key to success.



BACK TO THE FUTURE 2

Robert McMeekin from Cumbria reckons that after dying on levels 2 or 4, you're asked to play again. Now, press "no" and play the tape without rewinding it. You'll now go onto the next level, and your lives counter will read FF, indicating that you've got loads of lives to waste! Hurrah!



GREMLINS 2

We could hear the screams of frustration as Rob tried to play this game a couple of months ago. Perhaps he could have used this tip from Shane Lalies of Gwent. On the highscore table, simply enter your name as SINA-TRA. This will endow Billy with infinite lives, although he seemed to make do with one in the film...



DRAGON BREED

Pause the game and type in IREM. You'll now be graced with infinite lives. Pressing N will skip levels as well! Derek Lone from Ireland sent that in. What a gent, eh?

ATOMIC ROBOKID

Here's a cheat that Activision told us about aeons ago, but

since some of you lot have sent it in, here it is. On the title screen type TUESDAY 14TH and a whole load of Robokids are yours for the wasting!

ST DRAGON

A pretty tough shoot 'em up (not even arcade St Dragon veterans could get past level 2 on this version!) so listen up to these cheats from Ian Ellerkey of Lincoln. Whilst the game is playing type the following, followed by a number from 5 to 10! Remember also to hold the CAPSLOCK key down whilst typing...

LEVEL Takes you to the next level

LIVES Infinite lives.

WEAPON Gives you a better weapon (stop that sniggering at the back).

CREDITS Infinite credits.



ROBOCOP 2

On the title screen type SER-IALINTERFACE (no space). In the game itself F9 will top your energy up, and F10 will jump levels. Jamie Bell from Cleveland sent that one in.

MONTY PY-THON

Jonny Payne sent in this cheat that shows all the hidden bonus squares and enables you to skip to the furthest level that you have got onto. Simply type in SEMPRINI on the highscore table!

DRAGON'S LAIR 2: TIME-WARP

Remember that Space Ace cheat that completed the game for you? Well, Andrew Roberts from Stoke-on-Trent has come up with the goods for the latest in Readysoft's conversions. Just press RETURN and type GET MORDROC DIRK, and then start the game!

MEGADRIVE

SUPER HANG-ON

...And pretty super it is too! If you fancy having a large amount of dosh (and don't we all) enter your code as GFF3F546F35564). Your coffers will be swollen to the tune of \$9,999,999,900! Paul Davis saw fit to share that code with us.



LYNX

RAMPAGE

Cor! A Lynx tip - you don't see too many of those and for a new game too! Whilst playing this jolly monster game, keep a look out for a woman in a red dress. This happens to be Fay Wray (what do you mean, who?) and there's a big bonus to be had by carrying her around the city in true King Kong style!



GAME BOY

BUBBLE BOBBLE

Paul Bush sent in all 100 passcodes! Here's ten of the best! Apparently, according to Paul, "the ending's really cool" - so get to it!

10. XGL1 60. CZBF 20. FGL1 70. WGB3 30. 5GB1 80. GGBW 40. JGBF 90. 4GBW 50. 1GBF (JAM) 100 KGBJ

TEENAGE MUTANT NINJA TURTLES

Crikey! Plenty of you have been enjoying Gameboy Turtles, so try this tip from John Bonus and James Scully from

Hertfordshire which'll enable you to practise all of the bonus subgames! Just press SELECT, A and B together and Bob's your proverbial Uncle!

PC ENGINE

SHINOBI

A stack of PC Engine cheats here from S Greadett of Bishops Stortford. First, on Shinobi, press and hold SELECT and I when the title screen appears and you should be able to play with the music test.

IMAGE FIGHT

S Greadett also found the sound test on this shoot 'em up. All you have to do is press SELECT on the title screen and "there you have it!"

DARIUS PLUS

Here's something we discovered a while back, but we forgot about it until S Greadett reminded us. To select the difficulty level on this (pretty tough) game press SELECT and I on the title screen. Then if you want to continue when all your lives have gone down the lav, press SELECT. S also says (he's a mine information, this lad) that the bottom route is always the easiest route to take.

SPEEDBALL 2 ST AND AMIGA PLAYER'S GUIDE

Damian Higgins from Marton in Middlesborough sent in this mega selection of hints, tips and tactics for the Bitmap Brothers' latest and greatest for which he wins £100 in cold cash - cripes!

GOAL SCORING

As in many games of this type, there are only a number of sure-fire ways to successfully score (just go up to a girl and... whoops!). The best tactics are:

Move to the corner of the playfield, just next to the side-wall, about three player-widths from the end. Throw a high ball horizontally across the goal mouth. It should pass the keeper, and your centre forward should be able to catch it and score!

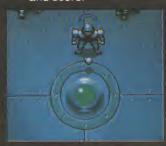


Run towards the goal, slightly to one side of its centre, using your centre forward or a mid-fielder. One of your wingers should be on the other side of the goal to you beyond the keeper. Pass to him, and he should score!





The good old bludgeon method! Run straight at the centre of goal. When the goalie comes at you keep the stick pushed upwards (or whatever) and keep hitting fire. You should knock him over and score!



STAR TURNS

Apart from goal scoring, the main way to get points is by hitting your stars (they're always the ones in the opposition's half). Hit each star for two points. Ten extra points are given if you light up all five! Hit your opponent's stars to turn them off and deduct the points from his score! Remember, Speedballers, those extra points can make all the difference!

BONUS BOINGERS

The other method of scoring points is to use the bonus boingers which are located outside each penalty area in the centre of the pitch. When the ball is thrown low at one of these it will bounce off at high speed and two points should be added to your score! If your player is correct-



ly positioned, you can just keep throwing the ball at the boinger, retrieving it and doing it again!



DOUBLE POINT BONANZA!

The points multipliers are the large twisty things half-way up the pitch at either side. Throw the ball in here to light up your colour. If your opponent has his light on then your throw will turn his lights off. When a light is on in your colour you get fifteen points per goal and every two-point bonus gives three! Get two lights on and you'll get twenty points per goal and four per bonus! Use of the multipliers is the key to taking on the first division teams!

GREAT BALLS OF FIRE

The bulbous bits jutting out of one side of the pitch are the electrolysers. Once the ball hits one of these it can be thrown at the opposing team in order to damage them!

This is especially useful if

you throw an electrified ball at the opposing 'keeper...

GYM'LL FIX

Don't bother spending money on individual players - it's much too long-winded. If you have the money, enhance the universal qualities of the team (like speed and aggression) and then tweak each group. Only spend money on subs if you've got the dosh to spare - injuries are not very frequent.

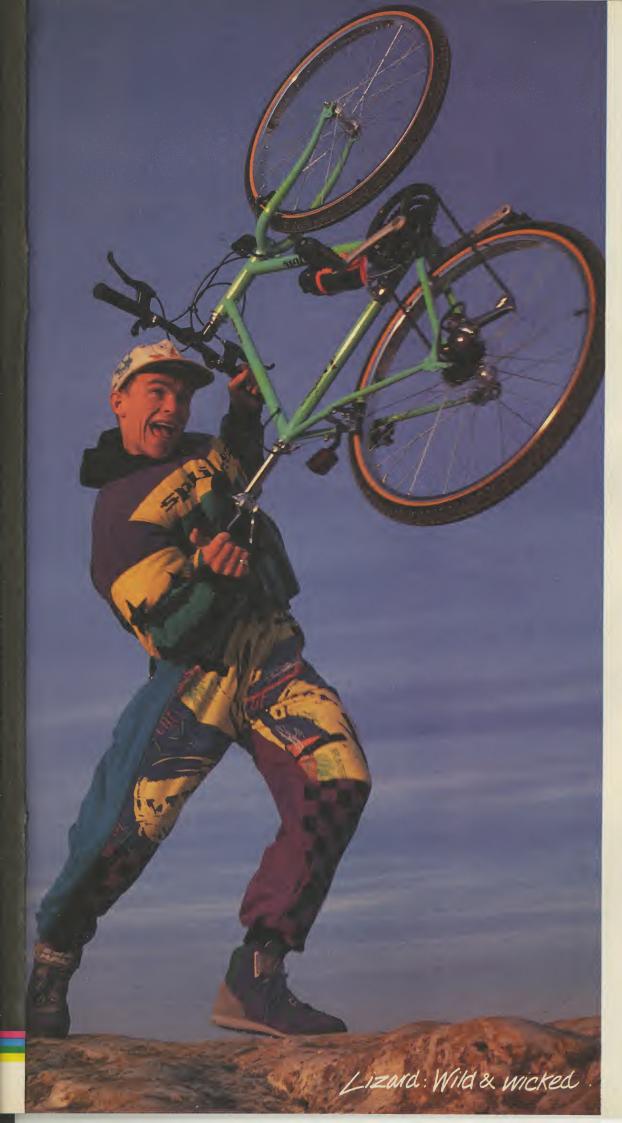
GENERAL TIPS

- Play aggressively this is 2100 after all!
- Be careful with the 'keeper. It's all too easy to turn around and throw the ball into your own net!
- Play a passing game your players automatically re-zone themselves according to your position.
- Cunningly use the warp tunnel to confuse your opponent!



The "No Entry" icon is one of the most useful on the pitch - it glues your opponent's players to the spot, which (not surprisingly) makes scoring a cinch!







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CALLUP ALL FORMATS

C	FOAME	001	DW	Ŏ.
	图 片 () []	BE		4
1	- SPEEDBALL2	(8)	IMAGEWÖRKS	AMICA
2	FINAL WHISTLE		ANCO	AMIGA
3	6 GOLDEN AXE		SEGA	MASTER SYSTEM
4"	1 TEENAGE MUTANT HE	RO TURTLES	IMAGEWORKS	C64
-5	8- TEENAGE MUTANT HE	The state of the s	IMAGEWORKS	- AMIGA
6	- F-19 STEALTH FIGHTER		MICROPROSE	AMIGA
	- DIZZY COLLECTION		CODE MASTER	SC64
8	2 TEENAGE MUTANT HER - DIZZY COLLECTION	RO TURTLES		SPECTRUM
10	- MiG 29 FULCRUM		CODE MASTERS DOMARK	SPECTRUM AMIGA
M	- DIZZY COLLECTION		CODE MASTERS	CAMSTRAD
12	- KICK OFF 2		ANCO	AMIGA
13	- CREATURES		THALAMUS	C64
14	- SHINOBI		SEGA	MASTER SYSTEM
15	- F-19 STEALTH FIGHTER		MICROPROSE	ST
17	TOTAL RECALL		OCEAN	C64
D18	- EXTRA TIME	ION	OCEAN ANCO 3 O O	C64
19	- STEVE DAVIS WORLD S	NOOKER	CDS CDS	AMIGA I ST
20	- ENDURO RACER		SEGA	MASTER SYSTEM
		the state of the commence of t	A word with a grant part of the contract of th	A CONTRACTOR OF THE PROPERTY O

Speedball 2 smashes its way to the top of this month's Gallup CHARTALK chart, and rightly so! The Turtles seem to be on the slide, with only three versions left in the top 20, but flight sim buffs get a good deal, with F-19 and MiG-29 screaming into the chart! This chart is copyright of ELSPA.

059

▼ Number one arcade action with Speedball 2.



Speedball 2 Final Whistle 9 F-19 Stealth Fighter MiG-29 Fulcrum

Kick Off 2 5

6 Treasure Island Dizzy

Extra Time Out Run Feam Suzuki

Road Blasters Vigilante | Afterburner 12

Steve Davis World Snooker 13

14 Arkanoid 2

World Class LeaderBoard 15 -

16 12 Toyota Cellca GT Rally 17 7 Hollywood Collection

18 14 Platinum

19 2 Fantasy World Dizzy

Wizball

Imageworks Anco **MicroProse** Domark Anco **Code Masters** 610 Anco

Klassix Gremlin Klassix Kixx Hit Squad

CDS Hit Squad KIXX

Gremlin Ocean US Gold **Code Masters**

Hit Squad

The totally skill Speedball 2 hits the top, and deservedly so! Apart from that, what's all this budget rubbish doing here? AfterBurner and OutRun? Pfagh! And where have the Turtles vanished to?

ROB'S TIP FOR THE TOP

I'm going to stick my neck on the line here, and say that Speedball 2 will keep its place, but that budget stuff could prove me wrong...



▲ Mario 2 deservedly takes the top slot.

F-19 Stealth Fighter
Steve Davis World Snooker MicroProse CDS World Class LeaderBoard Kixx Rorke's Drift **Impressions Fantasy World Dizzy Code Masters** 6 Blitzkrieg: May 1940 **Impressions** Last Ninja 2 Hit Squad 8 Vigllante Klxx **Teenage Mutant Hero Turtles** Imageworks 104 Speedball 2 **Imageworks** 112 Powermonger **Electronic Arts UbISoft** 12 -BAT 13 MIG-29 Fulcrum Domark Fast Food 147 **Code Masters** 159 **Code Masters** Treasure Island Dizzy **US Gold** 16 -Sega Master Mlx 17 -Team Suzukl Gremlin Hit Squad 18 -Wizball 19 -Ruff and Reddy Hi-Tec

Lumme! Lotus drops from top to nowhere this month, with the topper F-19 soaring back to number one. Again, loads of very average budget gear in the chart - I'm surprised Speedball 2 Isn't higher than it

Kixx

ROB'S TIP FOR THE TOP

Thunder Blade

There's a good chance that the Bitmap's super future sport will be at the top next month, but watch out for the brill Team Suzukl.



▲ Straight down to number 11 for Powermonger.

Super Mario Bros II Nintendo Legend of Zelda Nintendo **Adventures of Link** Nintendo Teenage Mutant Hero Turtles Palcom **Bubble Bobble** Taito Excitebike Nintendo **Bionic Commando** Capcom Kung Fu Nintendo Tetris Nintendo **Double Dragon II Tradewest**

At long last those dratted Turtles are knocked off their perch, with the totally fabbo Super Mario II taking up the reins, and the excellent Legend of Zelda leaping from nowhere to second. But what happend to Double Dragon II, eh, punters?



▲ C64 Outrun excitement at number 11.

1	1	Out Run	NEC
2			Taito
3		Aeroblaster	Kaneko
4		Bomber Man	Hudson
		Jackle Chan	Hudson
6	-	Special Criminal Investigation	Taito
1	7	Son of Dracula	Naxat

Afterburner 10 -Don Doko Don

The top four stay the same this month - how could Out Run still be number one with the brill SCI in there? Ah, well, there's always next month...Thanks to Console Concepts of Stoke (0782 712759) for supplying us with this chart.

NEC

Taito



▲ Outrun keeps the top slot in the Engine charts.

1	1	Golden Axe	Sega
2	2	Wonderboy III	Sega
3	3	Ninja	Sega
4	4	Chase HQ	Taito
5	5	Operation Wolf	Taito
6	6		Virgin
7	7	Super Monaco GP	Sega
8	8	Columns	Sega
9	9	Golfamania	Sega
10	-10	World Soccer	Sega

Look familiar? Yep, it's exactly the same as last month's Sega chart! Why? Well, unfortunately, Virgin hadn't quite finished compiling the chart as we went to press. Oh well, maybe next month...

		IIII Jyuau
2 -	Afterburner	Hit Squad
3 1	Teenage Mutant Hero Turtles	Imagework
4 2	Operation Wolf	Hit Squad
5 8	Paperboy	Encore
6 -	Vigilante	
	- Diam Collection	Klxx
	Dizzy Collection	Code Maste
8 -	Talignon Cooci	Zeppelin
9 -	Daiey Thompson Olympic	Hit Squad
107	Double Dragon	Mastertroni
116	Out Run	Klxx
12 -	Top Cat	Hi-Tec
13 -	California Games	Klxx
	Vogi'e Great Forene	
	Yogi's Great Escape	Hi-Tec
15 -	Creatures	Thalamus
16 -	Match Day 2	Hit Squad
17 -	Total Recall	Ocean
185	Hollywood Collection	
10 3	nonywood Conection	Ocean

ers

Hi-Tec

Hit Squad

Well, that's a surprise - R-Type blasts from nowhere to clinch this month's top slot! The Turtles slide to number three, but still no sign of NARC!

ROB'S TIP FOR THE TOP

19 - Target Renegade

20 Defenders of the Earth

This is a quandary, and no mistake - but my magic bones tell me that budget bumph is likely to hit the peak next time round...



▲ Super Monaco GP: destined to reach the top?



▲ Wonderboy III - next month's number one?



▲ All systems go: Afterburner hits the top!

1 1	Teenage	Mutant Hero	Turtles	Image Works	

1	MINER COL	Afte	rb	urn	er	-	december of the second	ļ
3	2	Dou	ble	e Di	ragor	1		

Vigilante

13 Dizzy Collection F-1 Tornado

Operation Wolf

8 Big Box 9 **Paperboy**

Yogi's Great Escape

11 14 Out Run 12 15 Barbarlan II 13 Soccer 7

Golden Axe

Kenny Dalglish Soccer 15

Kwik Snax 16 -

17 -Callfornia Games

Blazing Thunder Thunderblade 18 -19 -

Football Director 20 -

Hit Squad Mastertronic

Kixx R-WW

Code Masters Zeppelin

Hit Squad Beau Jolly Encore

HI-tec

Kixx Klxx

Cult Virgin

Hi-tec Code Masters

Kixx Hi-tec

Kixx

D+H Games

Those ruddy Turtles still manage to cling to the top, but the rest of the chart, bar two titles, consists solely of budget stuff, most of which is pretty crap...

ROB'S TIP FOR THE TOP

Still none of the big Chrimbo titles in the charts could NARC or RoboCop II make an entrance next month?



▲ The best blast since the big one - Gynoug!

Afterburner Kenny Dalglish Soccer

Defenders of the Earth Teenage Mutant Hero Turtles Imageworks

Double Dragon Dizzy Collection

Out Run 9 8 14 Tracksult Manager

9 Target Renegade

10 **Operation Wolf**

12 Paperboy 12 Match Day 2

13 **Vigilante** 14 -R-Type

15 **Hong Kong Phooey**

16 Rastan 17 20 Golden Axe

The Double 18 Barbarian II

20 2 Kwlk Snax

Hit Squad

Hi-Tec

Hi-Tec

Mastertronic

Code Masters Kixx

Hi-Tec Hit Squad Hit Squad Encore

HIt Squad Kixx Hit Squad

Hi-Tec **Hit Squad** Virgin

Hi-Tec Kixx

Code Masters

Agggh! Budget, budget, everywhere, with only a few full-priced jobs in sight! Afterburner soars to the top, and again, those reptile wreckers start the slide towards oblivion ...

ROB'S TIP FOR THE TOP

With all this cheapo stuff in there, my choice is difficult, but I'm gonna plump for ... another budget jobbie, the brill Barbarian II.



▲ Straight in at number 7: Operation Wolf!

Mickey Mouse John Madden's Football 3

Gynoug Magical Flying Hat Adventure Sega Gavares

Aeroblasters 6 Wonderboy III

8 **Dick Tracy** Golden Axe

Sword of Vermillion

Sega **Electronic Arts**

Masiya

Sega Kaneko Sega

Sega/Disney

Sega Sega

No change in the top two this month (surprising, eh?), but the brilliant Gynoug or Lakers vs Celtics could change the equation next Issue! Thanks again to Console Concepts of Stoke for the chart.



michael jackson's moonwalker

game and video



"DO ME A FAVOUR

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HSCOREC Dear Wimps.

VENDETTA

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132

50,450

650,435

1,040,110

James Peacock, Leeds



Lies! "Don't worry Sadie," they said last month, "Next month we'll have a challenge for you." And is there one? No there isn't. Not enough room - that's their excuse, but next month it'll be different, I'll make sure of that, so just you keep on sending those scores and challenge forms in to me at the usual address, which is, of course: SCORE WITH SADIE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON

Sadie

Aah! That's better - plenty of C64 scores in the mailbag this month. but there's still room for improvement! Let's have some more recent games than Ninja Warriors for a start - how about Robocop Il and Creatures, eh? KLAX 1,487,225 Richard E Smith, Coventry **NINJA WARRIORS** 81,740 Sam Erward, Peterborough 67,000 (Solo - Helicopter) Rob Swan, CVG TURRICAN 1,632,750 Paul Williams, Hornchurch

SPECTRUM

Ooh dear. You Speccy buffs are obviously losing it a bit. A poor showing last month, and things aren't much better this time round. I mean, I know there's not much around, but make a bit of an effort, why don't you! NARC 120,310 Roger Thomas, Southend, Essex ROBOCOP II 188,470 Paul Armstrong, Bath, Avon SPECIAL CRIMINAL INVESTIGATIONS 348,930 Luke Brown, Coventry STRIDER II 241,570 Anthony Hutchinson, Exmouth, Devon **TEENAGE MUTANT HERO TURTLES** 990,999 Ronnie Brown, Cardonaid, Giasgow

AMIGA

What's going on with you Amiga owners? Have your joysticks all

gone ilmp? When it comes to high scores you lot seem to have the skill of a sky-diving aardvark. Are you going to let those

console owners take all the glory? No, 'course not, so get playing - Speedball 2 should be a good project to get started on!

E-SWAT

GOLDEN AXE

STRIDER 2

TURRICAN

Anthony Baker, Stockport, Cheshire

Aian Bates, Portsmouth

MIDNIGHT RESISTANCE

Daniel Lewis, Sheffield

Daniel Lewis, Sheffield

Robert Swan, C+VG

Michael Hatch, Woodbridge, Suffolk

LOTUS ESPRIT TURBO CHALLENGE

You ST owners are no better than that set of nancy-boy Amiga lovers! All you lot like to do Is ponce about in your Lotus Esprits! Mind you, you'd probably find it easier if anyone brought out a decent ST game, so I'll withold judgement until SWIV hits the streets. Make sure you prove me wrong soon...

DRAGON BREED 110,240 John Kincaid, Gwent, Waies LOTUS ESPRIT TURBO CHALLENGE 300 (on HARD level) David irving, Sheffield 84,660 Les Davies, Tadcaster, Yorks ROBOCOP II 224,540 Gareth King, Dartford, Kent

AMSTRAD

Hmmm. A few new entries In this part of the table, including cripes! - one GX-4000 game! Don't be afraid of submitting your scores GX-4000 owners - there's no shame in owning one of those Ilttle grey spaceships! AFTERBURNER 99,676,060 Nicholas Lees, Winslow **BURNING RUBBER** 120,244 Benjamin King, Gwynned **ITALIA 1990** 24 - 0 (ENGLAND vs W GERMANY) ian James Anderson, Redditch **NINJA SPIRIT** 368,500 Ben Paynter, Adelaide

103,500

SEGA

Well, it's an improvement over last month, but you lot still seem to be spending too much time away from your Master Systems! Check out some of the new Sega stuff, or even TecMaglk's excellent PacManla, and send in those scores pronto! **CASINO GAMES** \$1,300,049 Trevor Wooding, Ilford COLUMNS 385,610 Trevor Wooding, liford **GOLDEN AXE** 263.0 Paul Woodward, London R-TYPE 1,160,400 Trevor Wooding, Ilford

Watching those retarded Imbeciles (the CVG squad) have their scores systematically knocked out has made my day! Chuckle, chuckle.

BATMAN 670,690
Chris Rothery, Cheltenham
CHASE HQ 1,889,829
Daniel Mardell, Hadleigh
FORTRESS OF FEAR 39,550
Jefferson Lee-Paul Boss, Huntingdon
PAPERBOY 68,850 (Saturday)
Jefferson Lee-Paul Boss, Huntingdon

TEENAGE MUTANT NINJA TURTLES

John Dolaghan, Worthing, W Sussex

Steven Lunt, Wigan

Chris Rothery, Cheltenham

MEGADRIVE

Helifire was a popular high-scorer this month, but Karl Moore came out tops in those particular stakes. Let's have some scores for John Madden's - the largest difference in scores gets the title currently held by Mark Davies. And how about some scores for Lakers vs Celtics and Gynoug, eh?

HELLFIRE
Karl Moore, Edgbaston
JOHN MADDEN'S FOOTBALL
Mark Davles, Manchester
MICKEY MOUSE
Mark Davles, Manchester
SHADOW DANCER
Lee Johnson, Tooting
STRIDER
Mark Davles, Manchester

481,800
Mark Davles, Manchester

PC ENGINE

184,500

380,234

A nice little turn out from you PC Engine owners and about time too. I was beginning to think you'd all given up scoring for some other worthless pastime. Don't rest on your laurels though. I hear vile news that the repellent Richard Leadbetter can beat that Klax score "with laughable ease". Improve it by next month - the last thing I need is ilmp cretin on the score tables again.

DEVIL CRASH

Ken Howes, Houghton-Le-Spring
KLAX

1,208,590
Peter Scott, Croydon
SUPER STAR SOLDIER

4,780,800

NINTENDO

Hmmm... Not a lot going on here, eh? The inclusion of a C+VG reviewer on this table fills my soul with shame (and my bucket with vomit). I've just about had enough - get those scores rolling in now! Do i have to play the flipping games myself or what? BATMAN 8.796.500 **Edward Roberts, Suffolk DOUBLE DRAGON II** 40,200 Karl Bryning, Heywood, Lancs **MEGA MAN 2** LEVEL 9-1 Richard Leadbetter, C+VG **SUPER MARIO BROS 3** 2,550,750 Hampus Erlcstam, Stockholm, Sweden TEENAGE MUTANT HERO TURTLES 1.026,400 Paul Barnes, Preston

SUPER FAMICOM We-e-e-II... I suppose the Famicom scores you've sent me have

been adequate, considering it's a brand new machine, but you've just got to do better! Word has it that Glancey is on the brink of busting that Pilot Wings achievement, and the fact that Rignall has topped-out on MarioWorld before any of you lot is most annoying! Rancld Rich's F-Zero score is out, but that's only minor consolation...

F-ZERO

60,120
Terry McPherson, Somewheresville
FINAL FIGHT

3,369,270

GRADIUS III
Robert Swan, C+VG
PILOTWINGS
Paul Glancey, C+VG
SUPER MARIO WORLD
Julian Rignall, C+VG

883,820
LEVEL 7 (CODE 165411)
999,990

GAME BOY

Ha! Thankfully at least you Gameboy owners have been "making your mark" In my highscore tables. More of the same please!

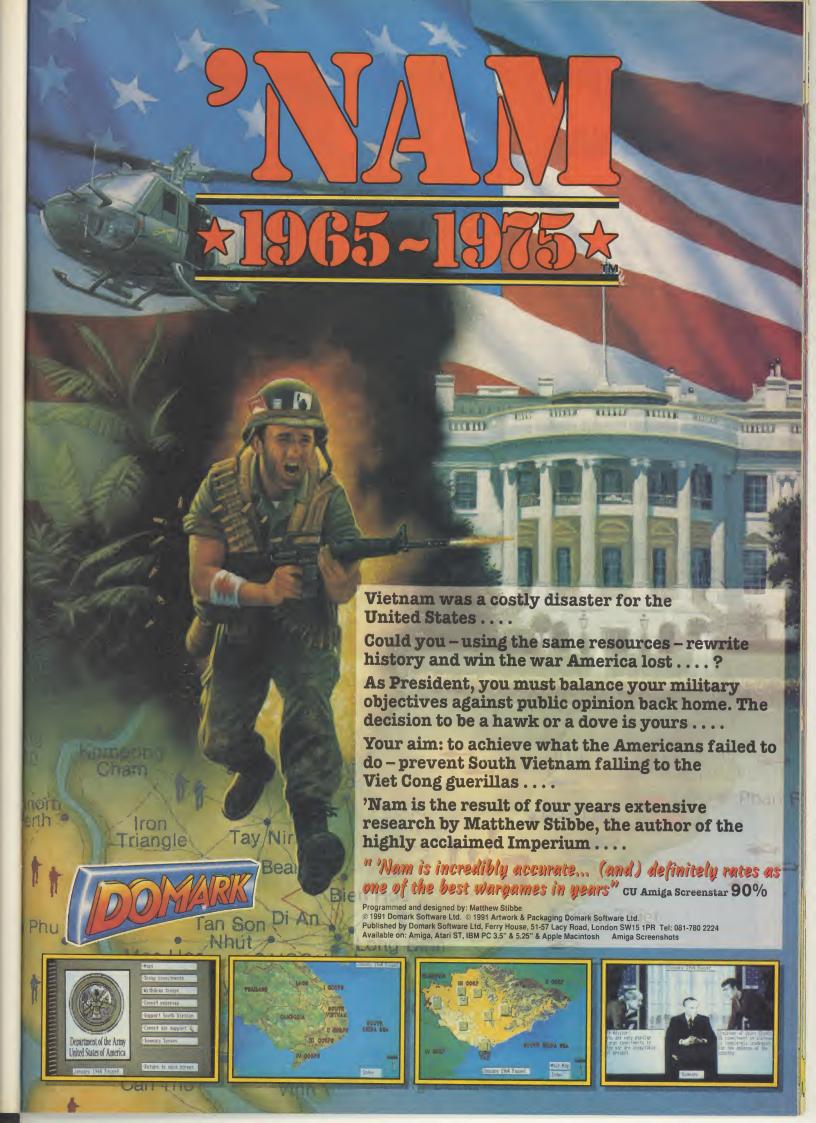
Score with Sudie

DEAR SADIE,

I THINK I'M GREAT - MUCH BETTER THAN THOSE C+VG CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

GAME	SCORE
GAME	SCORE
GAME	SCORE
NAME:	
ADDDECC.	
ADDUE39	





Take a look at the charts this month and you'll see that the majority of it is all budget gear! Funnily enough, the same is true of most of the Amiga stuff sent in this month by softcos worldwide! Here's the lowdown.

RAILROAD TYCOON

MICROPROSE £29.99

The Amiga conversion of the superb Sid Meier PC train game is here at last. Build your railroad empire across the Western or Eastern USA, Europe or Britain, linking up cities and creating trade and communities. Sounds a bit dull but it's tremendous fun, and if you enjoyed Sim City this is a must buy!

OVERALL

91%



HARD DRIVIN' 2: DRIVE HARDER

DOMARK

Dust off Hard Drivin', add three courses, a head-to-head option and a track editor and what do you have? Hard Drivin' 2 - Drive Harder! This isn't bad at all, and if you haven't got the original version, you can't go far wrong.

OVERALL

80%



XENON

16 BLITZ PLUS

£7.99

Ready yourself for plenty of vertically scrolling shoot 'em up action in this re-release of one of the first quality Amiga games. The action's a bit dated for gamesters of today, but those after a challenge could do a damn sight worse than this.

OVERALL

81%

in there and there's plenty to keep any thruster occupied. A

nice bargain.

ROTOR

ACTION 16

£4.99

OVERALL

80%

SILKWORM

16 BLITZ PLUS £7.99

More top quality 16 Blitz shoot 'em up tomfoolery, this time by the team behind the topper SWIV (reviewed on page 26)! Simultaneous two-player excitement, great graphics and raucous sound combine to make a bargain treat that should be checked out now!

OVERALL 88%

MIGHTY BOMBJACK

ELITE £19.99

Bombjack's back for his third home computer outing, and we're sad to report that it doesn't quite cut the mustard. We suspect that there's a jolly game in there somewhere, but it's lumbered with an unwieldy control method, awful and unexciting sound. Only BJ addicts need apply.

OVERALL 59%

STAR CONTROL

ACCOLADE £24.99

Remember the ancient Space Wars coin-op? This is much the same, but with extra ships and extra strategies. Unfortunately, the good guys never win because the bad guys have got all the good ships, so it's very onesided. A pretty good laugh in two-player mode, Star Control is worth a look.

OVERALL

68%

...NEWS

Best described as a kind of 16-

Rotor ain't 'alf bad! All the clas-

sic Gravitar/Thrust gameplay is

proved graphics and sound,

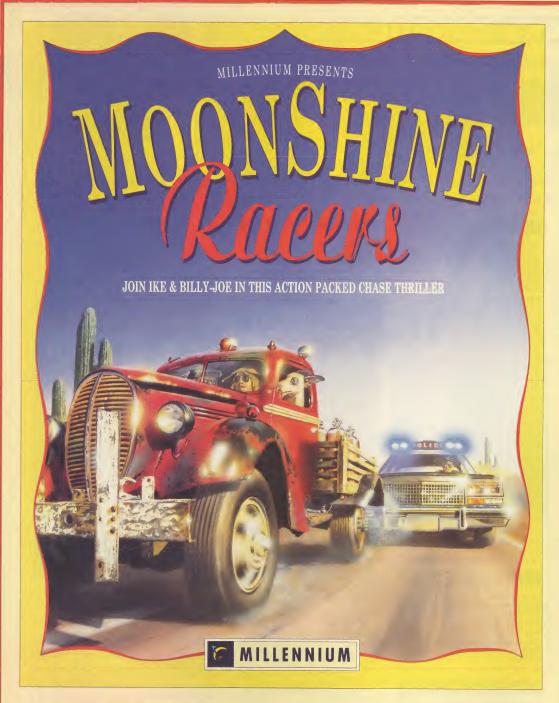
bit Thrust with the addition of im-

Psygnosis' Lemmings are taking the world by storm and the Liverpool-based company are already developing a follow-up! No release dates are forthcoming at the moment, but when we know - you'll know!

According to Virgin, their budget line-up of Infocom re-releases are so popular they account for 31% of all their budget sales (and that includes the 8bit Mastertronic label too!). Adventure fans will no doubt be over the moon to discover that five more titles are on their way. Zork 2, Zork 3, Enchanter, Sorceror and Deadline to be exact - all of them a snip at 19.99!

The word is that Infogrames are set to release a new mega compilation. They've signed up Electronic Arts' Populous for inclusion in a double pack with their very own Sim City! The price for this brace of god-based merriment? £24.99 to the average punter...

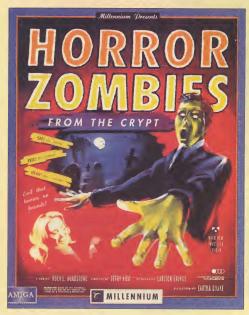
Infogrames have also announced that they will be releasing the follow-up to Maxis' worldwide phenomena: Sim City! For the present, the French company is keeping the game's format a secret, but they are hoping Maxis will have the finished article ready in time for a Christmas release...

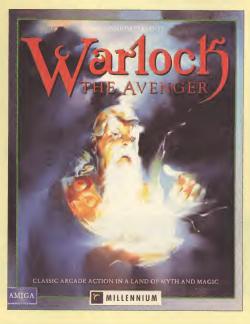


Hold on to your hat as you join *Ike* and *Billy Joe* in a crazy chase along the highways. You've gotta get the **Moonshine** to the customers before sun-down and first to make the delivery gets the pay off. *Sheriff Sam's* hot on your trail so you've gotta use the cash to upgrade your jalopy, install a CB radio, get a decent map and keep one step ahead of Smokey. *Ten four good buddies YEEHAW!!!*

- Equip your hotrod with turbos, superchargers and tyres in the spare parts shop
- Dodge and weave your way past rival racers - switch to Moonshine for turbo power
- Use the map to take the quick way past roadblocks and radar traps
- CB Radio hook up to listen to snoopin' Sheriff Sam's no-good plans
- Fast scrolling race and chase action in the wide-open Tennessee country

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BYTESIZE

Racing sequels are in abundance on the ST this month, but fighter jocks and arcade freaks get a look in, too...

HARD DRIVIN' II: DRIVE HARDER

DOMARK

£24.99

After the success of the original, Domark have now added a two player "race your mate" link-cable option, and a track editor - not a bad idea, but somehow owners of Hard Drivin' would feel hard done by if they went out and paid £25 for this. A nice idea, but a little overpriced in our opinion.

OVERALL

80%



TEST DRIVE II: THE DUEL

ACCOLADE

£24.99

After a considerable wait, Test Drive II screeches on to the ST - pitting the world's two fastest production cars (the Ferrari F40 and the Porsche 959) against each other. Not a bad racer, by any means, but if you want the best you'd be better off going for Lotus Esprit Challenge.

OVERALL

80%



Layout: nid engine/rear drive Engine type: twin-turbo dohc 32v V-8 Displacement: 2936cc	Approximate Price 5260,000 & 2 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5
Compression ratio: 7.8:1	8-68mph: 3,9s 0 -2-3 8-125mph: 12.8s
Torque @ rpm, 1b-ft: 425 @ 4800 Transmission: 5 sp manual	@ 124 mph 7-1-2 ACCOLERATE
Braking from 88mph: 250ft. Tires: Pirelli P Zero,	
245/48ZR-17 front/ 335/35ZR-17 rear	Lateral Accel: 0.87g

MiG 29 FULCRUM

DOMARK

£34.99

Domark's much-vaunted entry into the flight-sim market is said to be an ultra-realistic simulation of the MiG 29. While this may be true, as a game MiG suffers from a lack of speed and things to do, and in this respect compares badly to the likes of F-19. So buy that instead.

OVERALL

65%



CALIFORNIA CHALLENGE

ACCOLADE

29.99

Another in the range of Test Drive II disks, this enters you in a seven-stage race from border to border through America's Golden State. This is another interesting addition, but you'd have to be nutty over the original game to pay a tenner for it.

OVERALL 70%

THE SUPERCARS

ACCOLADE

29.99

A Test Drive II Car Disk, this allows you to drive such four-wheeled flyers as the 1988 Lambourghini Countach 5000S and the Porsche 911 RUF. A reasonable addition to the Test Drive series, but only if you're crazy about fast motors (and of course, the original game) in the first place.

OVERALL

74%

...NEWS FLASH...

...Just out from Virgin Games Fists of Fury Edition 2, containing the topper Ninja Warriors
and Double Dragon II, the average Dynamite Dux and the
rather duff Shinobi. If this
bundle of biffers takes your
fancy, it'll set you back £24.99...



...Also out is Elite's Mighty
BombJack, an enhanced version of the extremly ancient
Tecmo coin-op in which you
have to jump around a platformstrewn screen clearing away
bombs whilst avoiding numerous nasties. Although not outstanding, Mighty BombJack is
good fun for a while, so if bombdisposing buffoonery is your
bag, take a look...



...Virgin are certainly going a bundle on their budget releases on the arcade side, there are Xenon, Double Dragon, Silkworm and Gemini Wing to choose from, each for the meagre sum of £7.99 each! If you're a little more intellectually orientated, five more classic Infocom titles, Zork II and III, Enchanter, Sorcerer and Deadline, are about to be re-released for £9.99 a throw...

Not a bad month for Speccy owners, if you enjoy flying superfast combat aircraft, zapping aliens or just beating people up...



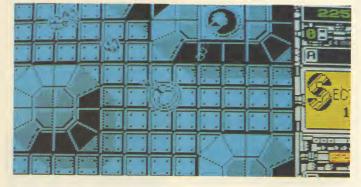
SILKWORM MASTERTRONIC

£2.99

A 'copter and an armoured jeep against the rest of the world is the setting for this brill conversion of the Tecmo coin-op. Neat graphics and a highly addictive nature ensure this is a definite must-buy for the magic budget price.

OVERALL

88%



XENON MASTERTRONIC

£2.99

It's you against the rest of the universe in this vertical scrolling blaster. The graphics and sound are quite neat, and the game is very playable indeed, if a tad tough. Overall, a very good blast, and well worth shelling out for.

OVERALL

83%



AFTERBURNFR HIT SQUAD £2.99

This conversion of the hit Sega coin-op puts you in the seat of an F-14, pitted against hordes of enemy aircraft. It's all really very good, considering the machine's limitations. Fans of the coin-op, grab three guid and check it out pronto!

OVERALL

82%

£14.99

DOUBLE DRAGON

MASTERTRONIC £2,99

Blurgh! This rather cruddy conversion of the hit coin-op was slated when first released, and it's not much better even at budget price. Unless you were nuts about the coin-op, or just nuts, leave it be!

OVERALL 56%

F-16 COMBAT **PILOT**

DI

It took its time, but at last the Speccy version of the brill flight sim is here, and it's the tops! Fast and furious, this'll keep sim freaks glued to their rubber keyboards for many a while. A bit pricey, but check it out!



STAR CONTROL

ACCOLADE

If you think this is a brill space strategy game, guess again! It's essentially the ultra-ancient "Space Wars" with bolted-on strategic bits, and very dull it all is too. One for nostalgia fans with slow reflexes.

OVERALL

40%



...NEWS FLASH...

Coming your way (fnerk!) soon is Viz - The Computer Game. courtesy of Virgin (ho ho!) and Probe (gibber!). Featuring the likes of Buster Gonad, Biffa "Did you spill my pint?" Bacon, Roger Mellie and Johnny Fartpants, Viz'll be popping up (whoo-hoo!) soon, priced at 29.99.



Coming soon from Gremlin - a conversion of the best-selling board game HeroQuest. This smash Dungeons and Dragons-style game should definitely be one to watch out for check a future issue of CVG for the definite review!





BYTESIZE

AMSTRAD

What's going on? ONE full price release and four budget games! It looks like all the "hot" games are scheduled for release on the GX-4000 consoles, but even these cartridge releases seem to be slowing down somewhat. In fact we haven't seen a new game for over a month now!



XENON MASTERTRONIC PLUS

£2.99

The Amstrad conversion of the Bitmaps' first scrolling shooter hits the Amtrad budget market and we're pleased to report that it's a nippy little game with plenty of shoot 'em up action. The variety in the backdrops is a tad lacking but otherwise this is fine.

OVERALL

81%



RETURN OF THE JEDI HIT SQUAD

£2.99

The original Atari coin-op was moderately entertaining, and this conversion manages to hit the mark quite effectively. It's rather nippy with smooth arcade action, appealing (if blocky) graphics but, alas, is let down pretty awful sound. Still if you enjoyed the coin-op, you'll love this.

OVERALL

79%



DOUBLE DRAGON MASTERTRONIC

£2.99

The 8-bit versions of Double Dragon didn't really go very well with Amstrad owners when it first released owing to the fact that it doesn't look, sound or play much like its arcade parent. A pretty mediocre release.

OVERALL 52%



STAR CONTROL ACCOLADE £9.99

Two opposing fleets meet in the inky vastness of deep space to mimic the ageing coin-op Space Wars. Admittedly, Star Control spruces up the original with some space-going strategy thrown in, but the concept's real flaw is the fact that the baddie fleet has one ship which can singlehandedly wipe out the whole of the opposition!

OVERALL

69%

SILKWORM MASTERTRONIC £2.99

A jeep and helicopter decide to take on a vast militray force in this horizontally scrolling shoot



'em up extravaganza. The game boasts simultaneous two-player thrills and spills, but the screen area is very small and the action slow. Not the best Amstrad blaster, that's for sure.

OVERALL

69%

...NEWS FLASH...

Due out soon from Empire is the Amazing Spider-Man. Amazingly enough, the gameplay looks to be very similar to the Amiga, ST and C64 versions we reviewed over Christmas, and has nearly all the features of the 16-bit game. But does it have the robust web-slinging playability, we wonder? We'll let you know as soon as possible.



Ocean's Hit Squad look like being the kings of budget re-releases! The latest games out now for your delectation are Rambo 3, Real Ghostbusters and Driller (a bargain if ever there was one!). Next month, expect to see Arkanoid 2 -Revenge of Doh, Spitting Image (not to be confused with Split Personalities - another Domark antique) and Gryzor. Not a bad bunch, but rest assured that as soon as we receive our review copies, you can expect the reviews in Bytesize...

BYTESIZE

It's Budgetsville, Arizona for C64 owners this month, and even that - bar one title - isn't the greatest stuff since toasted power supplies. Let's hope next month turns up better things.



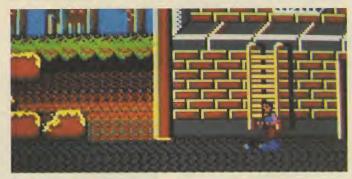
SILKWORM MASTERTRONIC

£2.99

The saving grace in this month's section, this brill two-player blast was one of the best C64 games going when released, and well worth grabbing now it's out on budget. Brill audio-visuals and topper gameplay make this one to go for - NOW!

OVERALL

89%



FISTS OF FURY EDITION 2

VIRGIN GAMES

£14.99

A fair compilation, this, consisting of Dynamite Dux (mediocre), Shinobi (not bad), Double Dragon II (not great) and Ninja Warriors (good). Pretty good value for money if you're nutso about beat 'em ups, but pacifists and lovers of laser will do better to look elsewhere.

OVERALL

COMING SOON!

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XENON MASTERTRONIC

£2.99

Unlike the nifty Speccy version, C64 Xenon plays like a dead hippo. Dull graphics don't help the matter any, and the ship handles like a slug in treacle. Not a very good shoot 'em up, so leave it on the shelf.

52%



DOUBLE DRA-GON

MASTERTRONIC £2.99

AAGGH! This is even worse than the Spectrum version - in other words, absolutely diabolical! Wobbly, jerky sprites faff around poorly drawn backdrops, making this about as entertaining visually as a knee to the groin. Avoid like the plague!

OVERALL 42%

WEC LE MANS HIT SQUAD

Unlike the completely brill Spectrum and Amstrad versions, this laughable attempt at a conversion is as much fun as shoving your head in a meat grinder. If you enjoy slow, dull racers, take a look, but anyone with any sense will steer clear.

32%

OVERALL



.According to trade paper, Computer Trade Weekly, the electronics chain Tandy has cut the price of the struggling C64GS from £99.99 to £79.99 for a limited period...

...Coming soon to a C64 near you - a conversion of Digital Integration's excellent Extreme. If the wizards behind the classy Spectrum version can mix some magic with the C64 version, this could be one to watch out for ...

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MAGNUS The Wizard

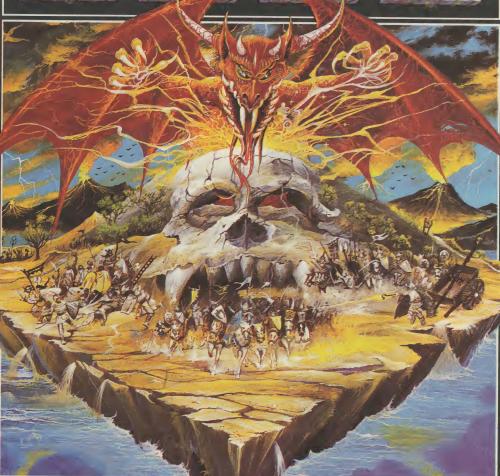


QUESTOR The Elf



THYRA The Valkyrie







PETRAS The Rockman



NEPTUNE <u>T</u>he Merman

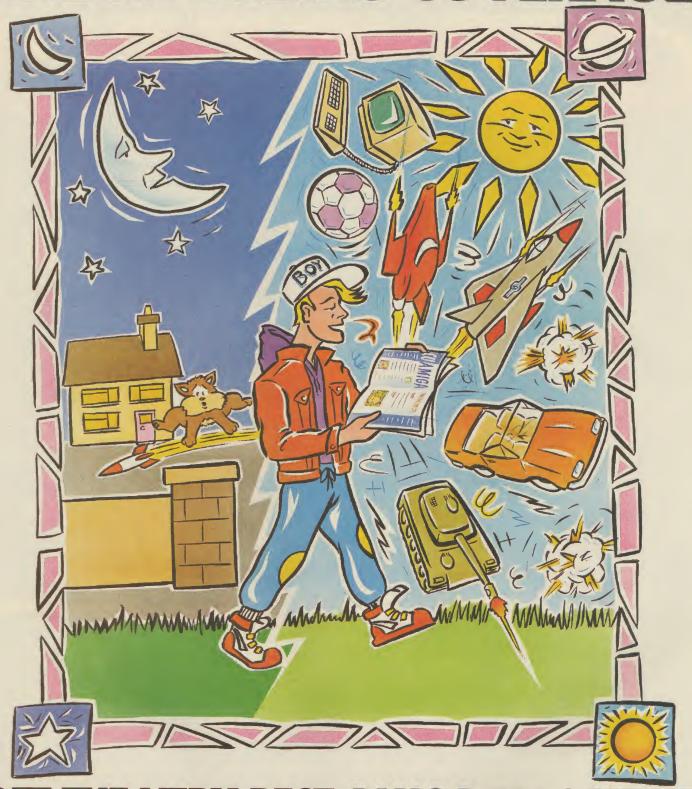


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The Lizard



BLIZZARD The Iceman

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CUAMIGA

BYTESIZE MEGADRIVE

Laser annihilation's the name of the game this month as far as Megadrive owners are concerned, but those with a taste for fumpin' fightin' sports action aren't left out, elther.



SUPER REAL BASKETBALL SEGA £37.00

Two Megadrive basketball games in one ish? Well, this doesn't have the finesse or panache of Lakers vs Celtics, but is still graphically excellent, highly playable (especially in two player mode) and it's an official release. Would-be Magic Johnsons would do well to grab it quick.



ATOMIC ROBOKID

TRECO

£37.00

That little robot with the big hooter is back, and out to do

away with more alien scum in this conversion of the UPL coinop. Graphically and audiowise, ARK is fine, but the gameplay is a bit too frustrating to be completely enjoyable.

OVERALL 77%

AERO BLASTERS KANEKO

£37.00

This conversion of the little-known coin-op pits one or two players against the forces of a brutal alien empire. Aeroblasters is mainly standard stuff, but there are a few new features, such as the megafast tunnel sequence. Unfortunately it's a tad easy, so it's best for greenhorn gun-lovers.

OVERALL 80%

...NEWS FLASH...

...Coming to a Megadrive near you soon are the following; Zero Wing and Verytex, two new shoot 'em ups (it'll be nice to see if these come up with any original ideas), and the oddlynamed Blue Almanac. No news on prices or release dates as yet, but you'll be the first to know...

...Still no info on a release date for the cracking Sonic the Hedgehog - guaranteed when this is released, it'll have the same effect on the office that Super Mario 4 on the Super Famicom had (in other words, everything'll come to a grinding halt)...

Thanks to Console Concepts of Stoke for letting us borrow these carts. They can be reached on 0782 712759.

PC ENGINE

A right old mixture of games on the Engine this month, with the sequel to Chase HQ, dungeon exploration, and yes, there's even a shoot 'em up in there, too!

SPECIAL CRIMINAL INVESTIGATION

Let's go, Mr Driver! SCI is essentially more of Chase HQ - scream along five highways, taking out motorway maniacs on the way, but now with the added bonus of being able to blast the bad guys! If you loved the original, then go forth and get this now!

OVERALL

85%

£34.00





CADASH

Another coin-op conversion, Cadash can be described as a side-on one player "Gauntlet meets Rastan", with loads of hack 'n' slash action. If dungeon exploration is your bag, or if you're a fan of the coin-op, check it out.

OVERALL

83%



OVERRIDE DATA EAST

£34.00

It's "blast the alien fiends to hell" time again, and though this has a few original ideas (such as the tremendous self-powering-up weapon), and loads of things on the screen it's no better than Gunhed or Super Star Soldier.

OVERALL

80%

THANKS!

Thanks to Console Concepts of Stoke for letting us borrow these carts. They can be reached on 0782 712759. Also, thanks to Nicky Lee for the loan of the Override cart.



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PC BY DYNAMIX

After having fully explored the potential of simulating the latest in fighter aircraft technology, several software companies seem to be going back in time to give computer owners the chance to take part in First World War dogfights. Dynamix's Red Baron joins the fray close on the tail of Microprose's Knights of the Sky and Mindscape's Blue Maxinbridge

Of course, in those days, staying in the air was much more of a test of the pilot's skill - there were no jamming devices to hide behind, and no self-guiding weapons to destroy an opponent over the horizon. Nope, it was all down to the man and his forward-mounted machine gun.

So, take to the air on the side of the Royal Flying Corps or the German Air Service, to destroy enemy fighters, Zeppelins or observation balloons. Red Baron lets you go into battle against any of the flying aces of the Great War, and even has a facility to let you take part in one of key dogfights of WW1, such as the final duel between Captain Roy Brown and Manfred von Richtofen the Red Baron himself!







tive to the injecticitie of his scor of plane, the PRIES plans esterned to Manfered you such hashed to be Red Sanon. He was a master trachician and an effecture leader Discourance by Sowaid Spelake, Righthofen eventually rise to command Sermanyla man eith aim with J.S.L. He area whose, "I am a honder, When I have shot down an Englishman, by hunting bassion is satisfied for a quanter of an hour."

MANFRED - THE MAN

Strangely enough, the career of Germany's greatest fighter ace got off to a poor start, as Manfred Von Richtofen's first solo flight ended in embarrassment when he crashed his Albatros D II. But his commanding officer, Oswald Boelcke, taught him a great deal, and after being awarded the Orden pour le Merite (the Blue Max) in January of 1917 he himself was given command of the inexperienced fliers of Jasta 11, whom he led into battle in the infamous red Albatros which earned him his nick-name.

After 52 kills, the Kaiser gave him the go-ahead to form Jagdgeschwader 1, a group of four squadrons, which would become the famous "Flying Circus". Von Richtofen weathered a head wound, and continued to terrorise Allied pilots, scoring his 79th and 80th kill on April 20th of 1918. They were to be his last victories, though. The next day, while his Fokker Triplane was chasing a Canadian novice over the Somme, a lucky shot from Captain Roy Brown hit the Red Baron in the chest, ending his illustrious and deadly career forever.





■ Dare you take on the Red Baron?

VIEWING YOUR COPACT CAM



◆The Albatros that induced terror in allied fliers.

UPDATE

As we go to press, Dynamix have no firm plans for any other versions of Red Baron and if they were to produce an Amiga version, our opinion is that it would be signicantly trimmed down. Prove us wrong, Dynamix!



Red Baron gives you the option of saving each mission to "tape", so you can replay it later, and view the action from any point in the conflict. Novice pilots will find this useful because the game comes with several demo tapes which demonstrate essential flying skills, such as Immelman turns, Retournements and the text-book method for attacking observation balloons.

◀ Tape the mission and you can knock down a German Albatros...





▲ ...and gloat about it on the replay at your leisure!

WATCH THE SKIES

As with many flight sims, in Red Baron you can watch the action from most angles during the game, but it is unique in that it actually lets you switch to an external view and look around just by moving the controller, providing the sort of freedom of vision the pilot would have.



PAUL SEZ...

I'm a bloke who likes a good flight sim, and I'm extremely happy to see that they just keep getting better and better. A couple of months ago I couldn't get enough of Knights of the Sky, but Red Baron has even more features making it an even more playable game! Options like

the mission recorder, the ability to take part in decisive dogfights, battling simulated real-life aces, and even the ability to view the whole sky around you and operate the throttle and rudder without having to touch the keyboard make this an absolute joy to play. The really fine points, such as the way night falls and the stars (real constellations!) appear, the way the screen dims whenever you fly under a cloud, and the blinding you get whenever you head into the sun make this a simulator of unparalleled realism. If flight sims really are your favourite computer pleasure, consider selling your Amiga or ST and get hold of a fast PC with VGA graphics - it may cost a lot, but PC simulators are easily the best going, and Red Baron is simply the best of the best.

PAUL GLANCEY



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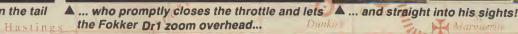
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nif

▲ Somewhere, over the Somme...





PLAYING TIPS FROM OSWALD BOELCKE

Oswald Boelcke (as if you didn't know) was the ace who taught the Red Baron himself, and Boelcke's Dicta were valued advice for the young German pilots, and the principles still form the foundation for fighter combat today. So if you ever find yourself in a dogfight over the Somme, this is what you do:

1: "Try to secure advantages before attacking. If possible, keep the sun behind you." Flying into the sun in Red Baron temporarily blinds the pilot.

2: "Always carry through an attack when you have started it." The first to break away is the first to present a clear tail shot to his opponent.

3: "Fire only at close range, and only when your opponent is properly in your sights." WW1 machine guns were notoriously inaccurate, so it was essential to conserve ammunition.

4: "Always keep your eye on your opponent, and never let yourself be deceived by ruses." This is where Red Baron's external views come in handy.

5: "In any form of attack it is essential to assail your opponent from behind." The inaccuracy of the weapons made deflection shooting difficult, and getting on his tail provided the clearest and safest shot.

6: "If your opponent dives on you, do not try to evade his onslaught, but fly to meet it.

7. "When over the enemy's lines never forget your own line of retreat." Don't get lost!

8: "Attack on principle in groups of four or six. When the fight breaks up into a series of single combats, take care that several do not go for one oppo-

▼ Study your performance here!

ROB SEZ...



Wow! I'm as much of a flight sim fan as Paul, and I've had trouble getting him off Red Baron long enough to actually play it myself. Mind you, I can see what he's raving about, because the obvious attention to detail makes this one of the most realistic-feeling air combat

simulators I've ever played. How's this for considerate? As well as being able to set the level of graphic detail to suit the speed of the machine, you can also get the machine to automatically switch off some of the ground graphics whenever you enter a dogfight, so even with up to eight planes doing battle, the action hardly slows. The depiction of the planes is just outstanding, and the sounds the game produces through an ADLIB card are extremely true to life, providing an extra edge to the excitement. Just as realistic is the way the other pilots fly, and Red Baron is the first game of its type to really make me (and I know this sounds weird) scared whenever one of them gets on my tail and I hear the sound of machine guns. My one slight regret is that, unlike Knights of the Sky, Red Baron doesn't have the facility to link two PCs and fly head-to-head, but there's more than enough action for any flight sim fan here, and more than enough reason for me to save up for a good, fast PC!

> ROB **SWAN**





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BY US GOLD

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The biggest computer brain ever made has gone totally stark raving mad. Instead of protecting mankind (which is what it's supposed to do) it's directing all its missiles, nuclear and chemical weapons against men, women and cute doggies! To top it all it's locked itself into a huge mega-complex and thrown away the key.

Luckily, a handy loophole in the thing's design means there's room for just one technician to get into the system and pull the plug. Trouble is, there's a whole gang of dangerous robot droids in there just looking for guys like you to turn into mincemeat. Worse still, Cybercon has laid on a special surprise: somewhere in there is the Annihilator, a robot hunter... and he's looking for you!



▲ A mysterious blue room...

key

wall

try p

the:

acro

SUITING UP

Your personal armour suit is your only defence against the baddies. It lets you jump much further than you normally would and comes with an in-built range of handy gadgets including cannon, a self-repair kit and a sonic key for operating coded lifts and tools.

PAUL SEZ...



This is one of the most involved 3D games I've ever seen - it reminds me of the classic Mercenary only with the graphics and the atmosphere brought bang up to date. The different-sized rooms and the vast assortment of droids are enough to keep the player constantly

occupied, with either blasting or puzzles, or both. The 3D graphics are very fast-moving, and the sombre blue backgrounds make the orange and green robots look almost fluorescent! It's just a shame that there isn't a bit more variety in the robot designs - it looks like the programmers discovered a routine to produce vector graphic arcs and circles and decided not to use anything else. That aside, it's a great game and once you've become engrossed in the 3D world it'll be hours before you drag yourself away - especially with the tense rivalry between you and the Annihilator to keep you busy.

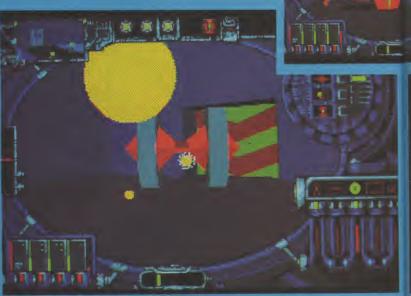
PAUL GLANCEY

ENERGY BANKS 1 TO 4 -

Switch them on or off as you need them. There's also a reserve bank which switches in emergencies.

▼ The red robot comack for

A red horny robot threatens our hero.



▲ A tense shoot-out between robots!

SONIC KEY - Watch out for keycodes written on the walls, remember them then try programming them into the sonic key when you come across a locked door.

WEAPONS PANEL ENERGY WEAPON - The bog standard cannon, good for pulverising any robots that get in the way.

ENERGY TRANSFER - Can steal energy from deactivated robots for the suit's energy banks, or can use suit's power to energise certain objects.

LIGHTNING DISABLE - Actually deactivates hostile robots



The air explodes with action!

RICH SEZ...



I've played this sort of 3D exploration game before, and I've never been that keen on them - until now. What makes Cybercon different is that it really does feel like you're in an alien environment. The rooms are such weird and wonderful sizes, with massive towers linked

by huge walkways and the graphics create such a fantastic atmosphere that it's easy to get engrossed in the scenario almost straight away. And because everything works, you can spend ages just trying things out and wandering around. The fact that you never know what you're going to run into when you round the next corner lends the action a good deal of tension, helping to make this one of the classiest 3D products you're likely to see bags of action and some of the most complex puzzles around. It'll be months before you finish it, but you'll love every minute.

> RICHARD LEADBETTER

omenack for some more.. COMPASS - Points the way.

> INSTRUMENTS/SENSORS Direction finders and other sensing equipment.

> ARMOUR POWER - The suit's exo-skeleton provides the power to amplify the player's movements, giving extra strength and jumping

SUIT SYSTEMS - Use this panel to allocate energy between your suit's five equipment systems.

SHIELD - Protects the player from robot firepower.

WEAPONS - Activates the suits weapons systems, which are shown in the circular window at top right.

REPAIR - Activates the suit's automatic repair systems.

▲ Your only friend...?

ROOMS AND ROBOTS

There are 400 rooms inside the Cybercon complex and they're all completely different - multi-storey towers, glass floors, high walkways, coded bridges, lifts; you name it, it's got it. Generally there are plenty of robots milling about - shoot them and they'll usually leave one or two useful items behind.

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& CONVICTION

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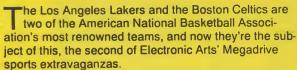


MEGADRIVE

BY ELECTRONIC ARTS

£37.00

Can he score?



The aim of the game is simple enough - defeat the other team by getting as many points as possible. Unless you're a complete thickie, you'll know that this is done by scoring "baskets", or in other words, getting the

ball through the hoop.

Contact with an opposing player is forbidden. If the referee spots any charging, he calls a foul and gives the opposing team automatic possession of the ball, and a

free shot at your basket.

Lakers vs Celtics can be played in one of two ways; firstly, in arcade mode, with one or two players (either against the computer or each other), or tournament, which pits the players up against the entire NBA in order to win the championship. You can choose your team from the full list of NBA teams, or even an all-star squad from either the Eastern or Western Divisions, with some of the best basketball players in the world battling it out!







...and the Conference East teams.



▲ The NBA Conference West teams...

CONFERENCE NBA BOSTON CELTIC:

DUNKING THROUGH THE

The idea behind basketball began way back in Springfield, Massachusetts in 1891, when a American (natch), Dr James A Naismith, nailed an old bushel basket upon a wall at the local YMCA. Kids with nothing better to do on a cold winter's afternoon threw balls at it - every once in a while, the ball went in, and so the idea caught on. Through the years, however, many great players have made their own contributions to the game, none more so than the Harlem Globetrotters. This bunch of wild 'n' wacky ball-spinners are renowned across the face of the globe for their hilarious on-court antics. Other "giants" include the Lakers' own Kareem Abdul-Jabbar (who broke 23 records before he retired in 1989), Magic Johnson (also of the Lakers), Michael "Air" Jordan (after whom Nike named a type of training shoe), Julius "Dr J" Erving of the Philadelphia 76'ers, and the Boston Celtics' Larry Bird, who was the NBA's most valuable player for three years running, between 1984 and 1986. Golly!



Oh, come on, I never touched him!



Basketball has appeared on computer in more than one guise - the earliest being the really ancient Basketball (original, huh?) from Atari, which appeared on the VCS 2600. Next up was One on One, a one or two player game on the C64 and Atari 8 bit, featuring two of the most famous basketball players in the world, Julius "Dr J" Erving and Larry Bird. More recently, the impressive TV Sports Basketball has appeared on the Amiga, with step-by-step action, and now there's Megadrive Super Real Basketball (check out this month's Megadrive Bytesize section for the full lowdown on that).







Thanks to Console-Concepts (0782 712759) for the loan of the cartridge used in this review.



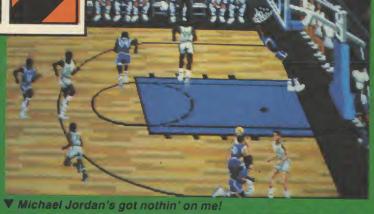
▲ A classic dunk from the Pistons' forward!



This has a lot to live up to after the impressive John Madden's Football, but I'm happy to say that this is just as enjoyable as the aforementioned Megadrive masterpiece. The visual aspect of the game is terrific, with realistic sprites bounding around the court like the

real McCoy, and the excellent sonics more than complement the action, with the ref sticking his oar in if he feels you're getting to be a bit rough in your approach! The feel of the game is a very important factor, and Lakers scores highly in that respect - it's a very fast game, with little or no time to catch your breath. With two players, the action is even more furious, and has to rank as one of the most competitive games I've seen in a fair old while. If you're into basketball, or just enjoy the odd dunk, then fork out the shekels - you won't regret it!

ROBERT SWAN





RICH SEZ...



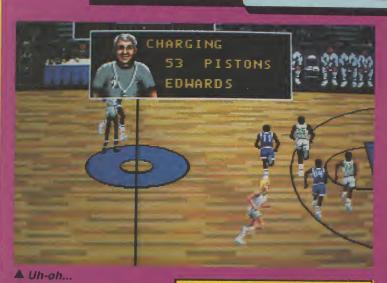
When I first played this I wound myself up something rotten - mainly because the Celtics managed to cream me by a massive 43 points! Their lanky forward just seemed to be magnetically attracting the ball and dunking it into the net with the minimum of effort! However,

once I had mastered the control method it wasn't too long before my own players were emulating the lanky one's exploits and the game could begin proper... and what a game it is! The graphics are super throughout; you get a great playfield, a wide variety of animation on the players and some really nice effects. The sound is similarly great with some nice speech and a John Madden-esque theme tune (I hope this isn't the start of a trend...) to keep the ears occupied. The only problem is that the on-court action is pretty limited and although the range of plays is quite large, the skills and strategies are nowhere near as sophisticated as say, John Madden's. Lakers vs Celtics is a really nice basketball game (even better in two player mode), lacking just that special something to make it really spectacular.

RICHARD LEADBETTER

BUILDING BASKETBALL COURTS FOR FUN AND PROFIT

Fancy building yourself a Basketball court? Boy are you strange. Oh, well, first, get yourself a piece of flat ground 94 ft by 50 ft, and fasten two steel hoops, which are 18 inches in diameter on poles, ten feet from the ground. The pole should have a backboard placed behind the basket, to ensure that the ball stays within easy reach of the players, should the ball go out of play. Each pole must be placed at the centre of each end of the court obviously. If you don't want to buy a can of Dulux emulsion to paint the halfway and free-throw lines on the court you might as well go and get yourself a team twelve superfit persons (preferably well over six feet in height), with five as offence, five as defence, and two substitutes. Only five players are on court at once, but at least the other lads are there to cheer them on and take over when they get tired out. Such a friendly sport isn't it?





The squads in full.



▲ The Celtics are on the push!

MEGADRIVE
GRAPHICS 91
SOUNDS 90
PLAYABILITY 87
LASTABILITY 88

OVERALL 88

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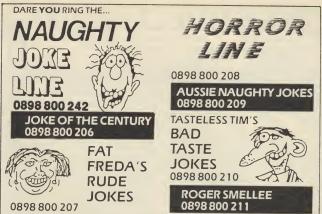


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NEMO

adventures of Nemo, a character who first appeared in a

low as he (and his friend Flip if a second player is participating) a couple of days of on-and-off play to go all the way through it a battles a variety of fantastic foes over six levels of psychedelic but it's well worth checking out for the great greaters.

geous landscapes, tremendous sprites and some really neat effects. The sound fits the action perfectly, with some wacky tunes and plenty of appropriate sound effects



AIDOEN

ROBOCOP II

The future of law enforcement returns to Old Detroit, for yet more murderous mayhem of the violent variety! RoboCop II follows the same plot as the rather disappointing movie, and bears some similarities to the first coin-op (insofar as the horizontally scrolling shooting aspects are concerned) but that's about it.

Additional sections include Robo's chase to catch Cain's van using a Harley Davidson motorbike, but even then, these sequences don't really add anything to the overall game.

The graphics are okay, and the sprites are quite large, but they lack detail, and the sound (although quite explosive at times) can be described at best as adequate. Whereas the original coin-op was a real crowd-puller, Robo II is very much like its movie counterpart - a bit of a disappointment.







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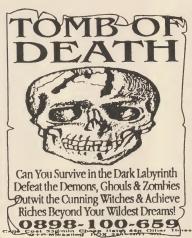
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PREVIEW MERCS

MERCS US GOLD

The latest in a long line of US Gold's Capcom conversions is Mercs - the everyday story of one man (or two, if you've got a mate who is willing to play) against the might of a guerilla empire! The action is pretty straightforward. Simply

guide your commando around the eight-way scrolling backdrops, dealing out lead death to any one who dares to pass in front.of your gunsight. The coin-op was quite novel in that it actually enabled you to blow away sections of the scenery, like enemy huts and all of this napalm excitement has made its way into the conversion!





Tiertex (the programming house behind the conversions of UN Squadron, Strider and Dynasty Wars) are the programming team behind the conversion of Mercs, and from the looks of the preview Amiga copy things are looking pretty good. The graphics appear faithful to the coin-op,



the scrolling looks fine and the programmers have even cropped the sides of the display to simulate the vertical screen format of the arcade game. Further to this, Tiertex have even included the coin-op's intro sequence in its entirety! But will all these features add up to a playable game? Well, you'll have to wait till next issue to find out!

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SUPER CARS 2

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GREMLIN

After the phenomenal success of their last game, Lotus Esprit Turbo Challenge, Magnetic Fields are currently putting Super Cars 2 together for Gremlin. As you can gather from the screenshots, it's another overhead eightway scroller - but this time the screen is split in two to accomodate some pulse-racing two-player action (a single



POS LAPS

screen is used when only one person wants to play)! The courses aren't completely flat this time (unlike a lot of other games of this ilk), and you'll find yourself driving up ramps, under bridges and jumping massive gaps in the scenery!

The game promises to be everything its predecessor should have been with more weapons and attachments for your car. We've had a good look at an early version of the game and it's shaping up quite nicely. The graphics and sound are great and the inertia as you control your Super Car is very realistic. Gremlin are earning themselves a reputation for quality road racers, and Super Cars 2 could well be their best yet!

VERSION AMIGA DATE TBA PRICE £ 24.99



CHUCK ROCK

CORE DESIGN

Take control of the eponymous Mr Rock himself, a caveman with a mission: to rescue the woman of his dreams, mercilessly held hostage by the twisted Gary Gritter (Boo!! Hiss!!). This involves traversing five levels of eight-way scrolling Stone Age excitement - each with a number of sub-levels to conquer.



Mr Gritter's cohorts infest each level but Chuck can either bounce them away with his huge Stone Age belly, use the weapons that are cluttering the place up, or employ his Neanderthal might to "chuck" large "rocks" all over the shop.



VERSION **AMIGA**

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Chuck Rock is pro-

gressing very nicely indeed and as soon as the game is ready we'll be reviewing it in CVG...





US GOLD

S Gold have a reputation for producing quality games on the Sega Master System and this looks set to continue with the Sega versions of Access' golfing classic, World Class Leaderboard. Like the original, the action is made very realistic by superb 3D animation and courses featuring trees, lakes and bun-

Leaderboard looks likes taking the honours as the best Sega golf game around and it also looks like being the first golf game on the handheld Game Gear! This version looks like being basi-cally the same as the Master System game with only screen shape differences separating the two.

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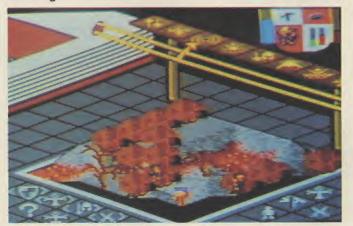


ollowing on from their first Sega Master System smash, Pac-Mania, Tecmagik are currently putting together a version of Populous for Sega's 8bit console. From what we've seen of the conversion it looks extremely promising with all the features of the 16-bit game crammed in and then some! The programmers at Tecmagik have added to the original by putting not 5000 worlds in their conversion! That's a whole lot of conquering for you potential meglomaniacs out there! Technically speaking, Populous looks like being one of the greatest Sega carts ever!

magik improved the original specification, and Megadrive ver-



sion! We wait with bated breath for the finished product...



JEF-CHION

F-15 STRIKE EAGLE

MICROPROSE

The F-15 has been seeing a whole lot of action over in The F-15 has been seeing a whole let seeing a whole let see the the Gulf as of late, and is soon to carry on the tradition on the ST and Amiga. Microprose are just about finished on the ST and Amiga versions of their cracking F-15 II which are being programmed in the UK by the team who produced F-19. Unlike that chart-topper, F-15 II is very much a thinking man's blast 'em up, with enormous combat zones and superfast 3D graphics.

Microprose hope that improved 3D routines will make the ST and Amiga versions even faster than the PC version, and they're adding two new theatres of war for bud-

ding Top Guns!

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